Super Paper Mario

THE OFFICIAL GUIDE FROM NINTENDO POWER

Don't Fall Flat!

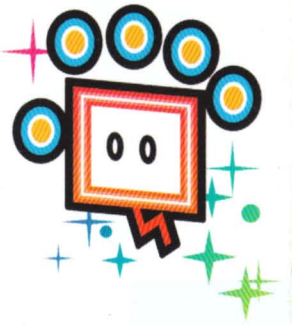
Make sure you tear it up on both the Flipside and Flopside of Count Bleck's mind-bending geometric gauntlet with our Official Nintendo Power Player's guide!

DETAILED MAPS OF EVERY CHAPTER!

SUPER STRATEGIES FOR POUNDING ALL OF YOUR FLATTENED FOES!

AWESOME FLIPPING TIPS TO POWER UP YOUR PLATFORMING!

HIDDEN ITEM LOCATIONS!



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The Official Nintendo Player's Guide

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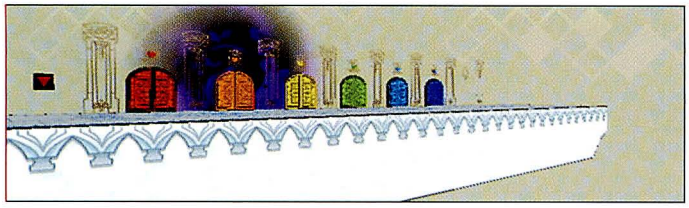

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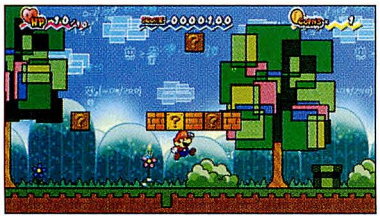

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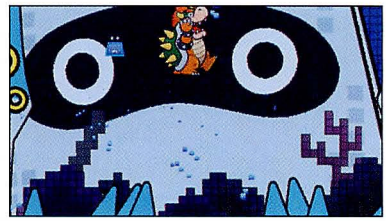

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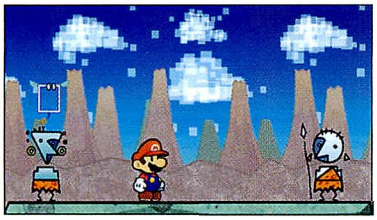

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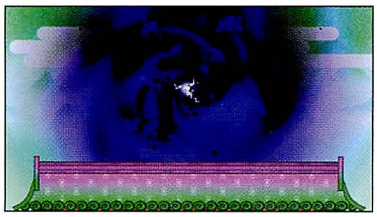

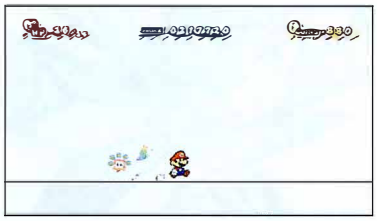

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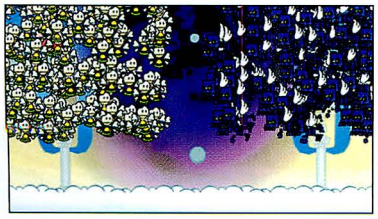

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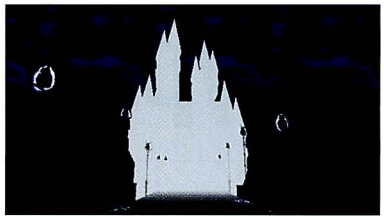

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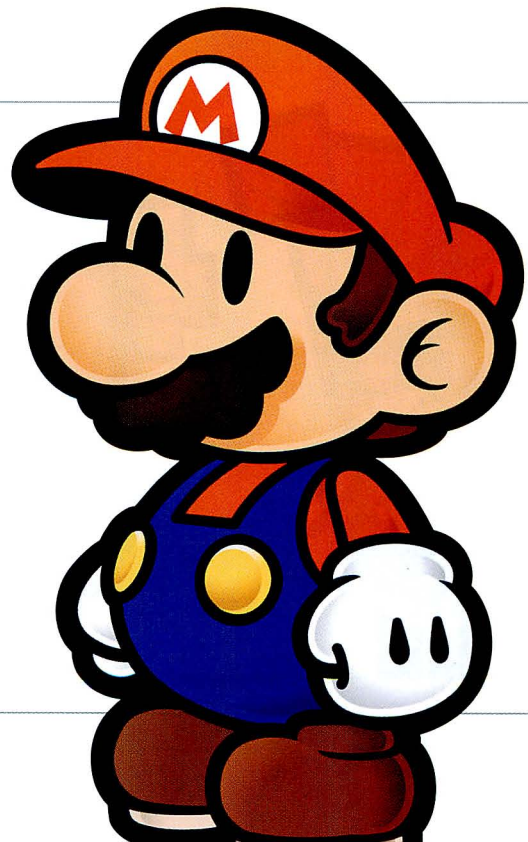


Count on the Apocalypse

The Dark Prognosticus

The Dark Prognosticus is the lost book of prophecies that foretells the end of all worlds and grants immense power to whoever holds it. Although the book appears to portend a bleak and unpleasant future, it has many devotees.

Count Bleck

While his motives are a mystery, Count Bleck appears to have the power to snuff out all known worlds and leave barren wastelands in his wake. On the other hand, he's a surprisingly forgiving and upbeat overlord—and a pretty snappy dresser, to boot.

Bleck's Bootlickers

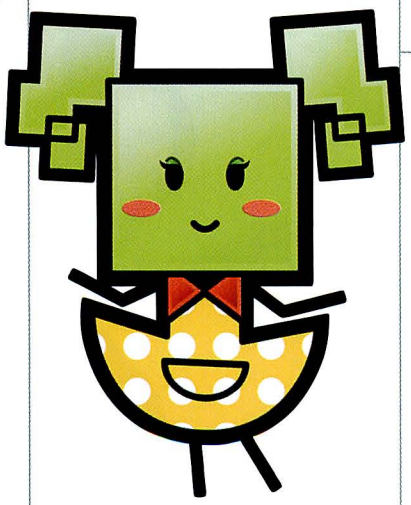
Count Bleck has rounded up a team of diverse and colorful minions to do his dirty work. You'll have to fight most of them at least once, so it pays to familiarize yourself with their methods.

Nastasia

Bleck's assistant Nastasia seems more officious than evil, but her whip-cracking managerial style definitely helps keep the apocalypse on schedule.

Mimi

What's a cute little girl like Mimi doing with Bleck? Usually she's impersonating someone else so she can transform into a giant spider and attack you when you least expect it.

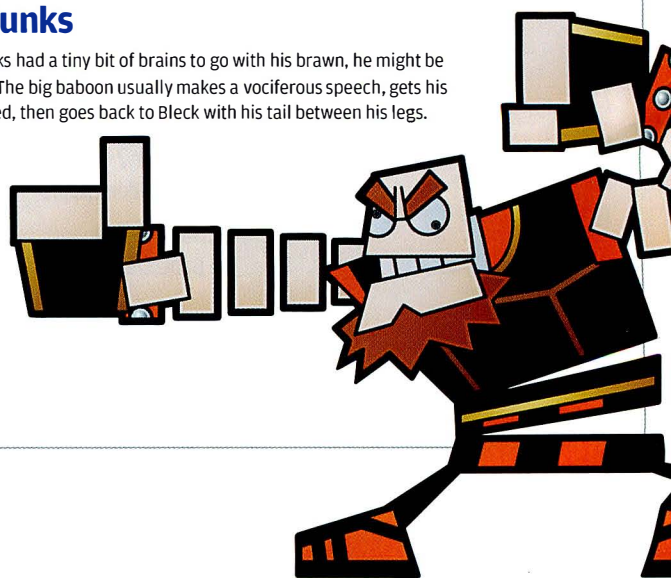


Dimentio

The sinister court jester among Bleck's cronies, Dimentio seems to have a hidden agenda. Is he really on your side? Judging from the lethal starbursts he throws at you, we doubt it.

O'Chunks

If O'Chunks had a tiny bit of brains to go with his brawn, he might be a threat. The big baboon usually makes a vociferous speech, gets his butt kicked, then goes back to Bleck with his tail between his legs.

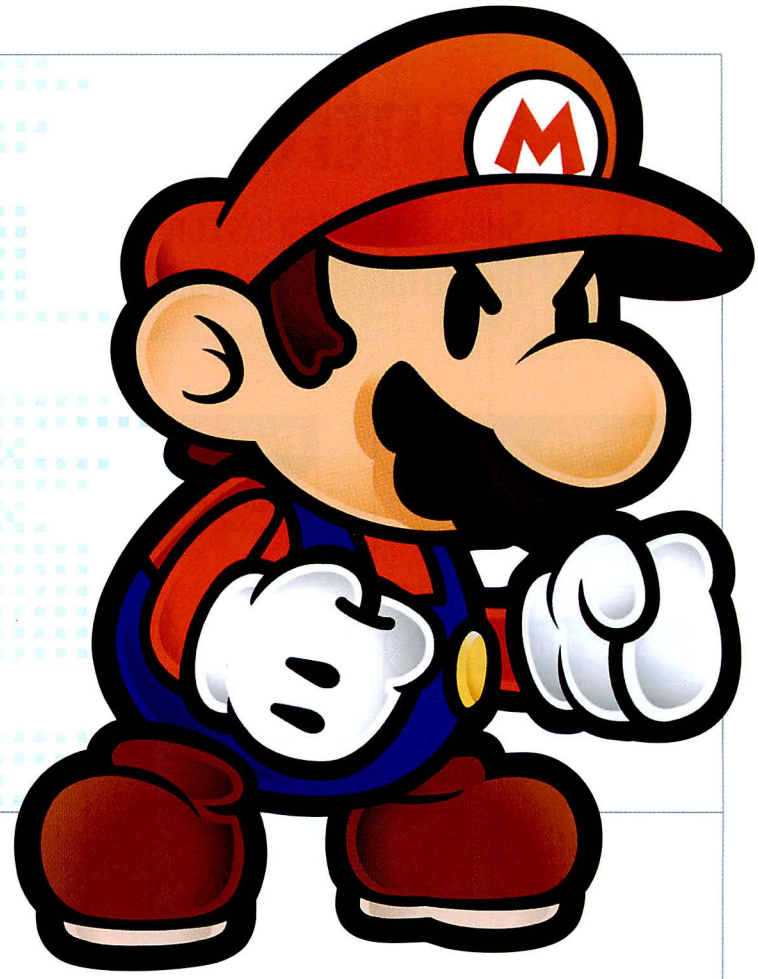


The Light Prognosticus

To counteract the evil prophecy of the Dark Prognosticus, some forward-thinking individuals decided to get together and write the Light Prognosticus. It fortells of a mustachioed hero in overalls who saves the world by jumping on his enemies' heads. Ring any bells?

Mario

Yes, that's right—Mario is the hero. The game is called Super Paper Mario, so that shouldn't come as a shock. Once again, the fate of the known universe rests on the rounded shoulders of a mute plumber.



Rays of Hope

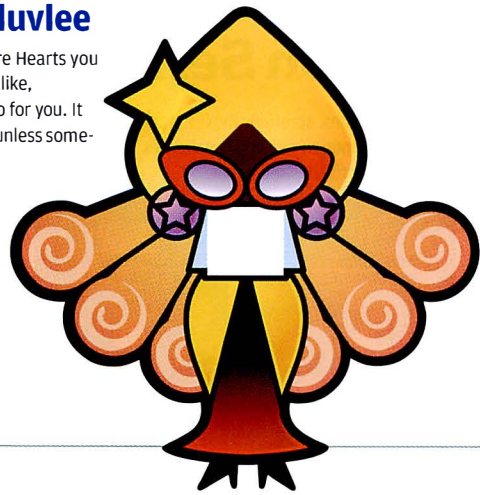
The odds may be against one small man defeating the insidious gears of prophecy, but Mario has plenty of allies in his struggle. The towns of Flipside and Flopside are filled with friends, and chums often pop up in interesting places.

Merlon

Merlon the wizard is your main contact when it comes to dark and light prophecy. He doesn't always have the answers, but he usually provides just enough cryptic information for you to figure out what to do next.

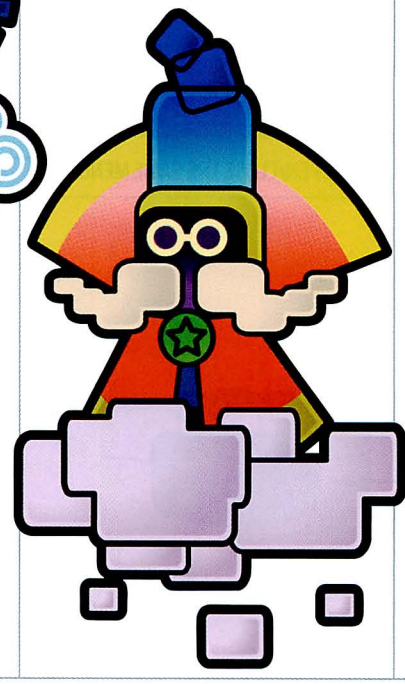
Merlee & Merluvlee

Merlee has one of those Pure Hearts you need to find. And her look-alike, Merluvlee, has plenty of info for you. It always pays to talk to her—unless somebody is impersonating her.



Bestovius

Bestovius is yet another wizard you'll meet up with in your travels (who *isn't* a wizard around here?). Chat him up to learn about flipping between dimensions.



Familiar Faces

You start out a solitary hero, but soon you'll have all the help you need. It's a good thing your friends (and at least one enemy) crossed over the dimensional barrier with you.

Controls

Super Paper Mario's controls are quite intuitive, but it doesn't hurt to familiarize yourself with them before you start playing.

A Button (A)

- FLIP (Mario only)
- SCROLL THROUGH DESCRIPTION TEXT

Home Button

- OPEN Wii HOME MENU

1 Button (1)

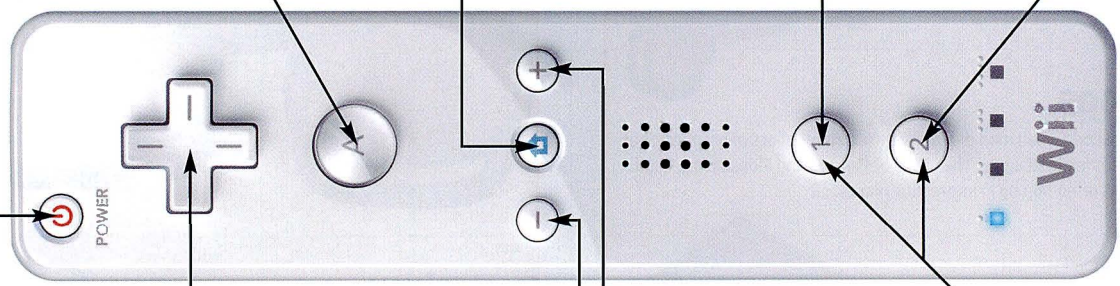
- ACTIVATE PIXL ABILITY
- SCROLL THROUGH MESSAGES

2 Button (2)

- JUMP
- SELECT AN ITEM
- SCROLL THROUGH MESSAGES
- OPEN THE PARASOL AND FLOAT (Peach only)

Power Button

- TURN Wii ON AND OFF



Control Pad

- WALK/RUN/CROUCH
- MOVE THE CURSOR

USE A SPECIAL SKILL
Some characters have special skills that you can use by pressing down on the Control Pad.

ACTION/INTERACT
Usually you press up to interact with objects and speak with other people. Sometimes in 3-D you'll press left or right to interact.

Minus Button (−)

- OPEN/CLOSE THE CONTROLS MENU

Plus Button (+)

- OPEN/CLOSE THE GAME MENU

1 + 2 Button (at the same time) (1 + 2)

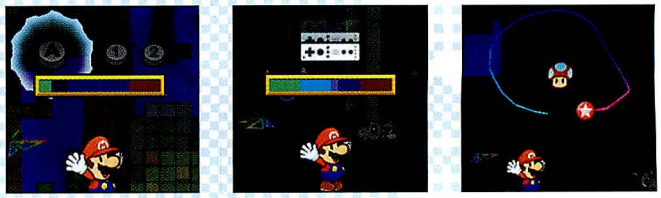
- OPEN/CLOSE THE QUICK MENU

Pointer

- EXAMINE PEOPLE AND OBJECTS
- ACTIVATE CERTAIN ITEMS
- CONTROL CERTAIN MINIGAMES

Motion Sensitivity

Some minigames, acrobatic moves, items, and enemy effects require you to use the Wii remote's motion-sensing capabilities. Often you'll need to tilt or shake the remote to get the desired result.



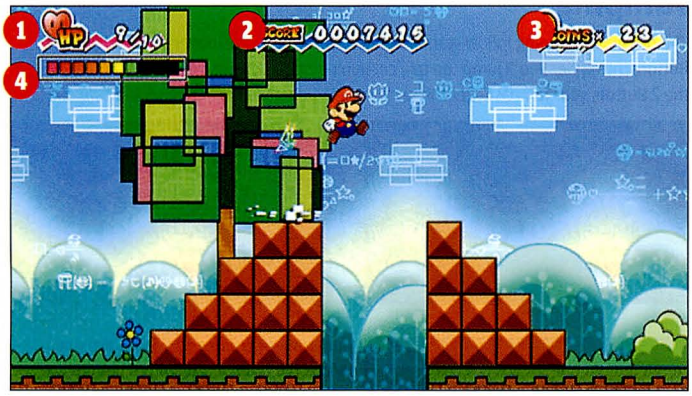
Screens and Menus

The game screen and the menu screen are loaded with valuable information and items that can keep you healthy.

The Game Screen

There's limited real estate on the top of game screen, so you know it must be important if it's up there.

Gauges



1. **HP:** Shows the number of Heart Points (HP) you currently have and the maximum number of HP possible.
2. **Score:** Your point total is shown here. When you collect an item or defeat an enemy, points are added to your score. When you reach preset point totals, you will level up and your stats will increase.
3. **Coins:** This shows the total number of coins in your possession. You can carry a maximum of 999 coins.
4. **Flip Meter:** This meter indicates the amount of time you have to remain flipped into 3-D mode.

Fleeting Flipping

Flipping into 3-D is a powerful ability, but you need to use it sparingly. The Flip Meter will begin ticking down immediately after you flip. If you are still in 3-D after it ticks down for 15 seconds, you will lose 1 HP and the meter will reset. If you flip back to 2-D before it ticks down all the way, the meter will tick back up until it is completely full.

The Menu Screen

When you press the Minus Button, you'll access a wide range of abilities and information you can use in the game.

Menus

1. **Characters:** Select one of your available characters. You can also access character selection in the Quick menu (by pressing the 1 and 2 Buttons simulataneously).
2. **Pixls:** Select one of your available Pixls (aside from Tippi). This is also available on the Quick menu.
3. **Items:** View your current inventory and select an item to use. This is also available on the Quick menu.
4. **Important Things:** View and/or select important items, such as keys, that you need to complete certain objectives.
5. **Chapters:** View completed chapter information.
6. **Cards:** View collected enemy and character Catch Cards.
7. **Recipes:** See a list of dishes you have created using various items.
8. **Maps:** View a list of maps you have purchased.
9. **Game Statistics:** See important information about your adventure.

   Level: Your character's current level.
   Heart Points: Your character's current number of HP and total HP available.
   Attack: The Attack rating of each available character.
   Score: Your total points.
   Next Level: The point total needed to reach the next level.
   Coins: Your total number of coins.
   Time Played: Duh. What do you *think* it means?

Basic Gameplay

Super Paper Mario follows its own set of rules, except when it breaks them.

The Flow of Gameplay

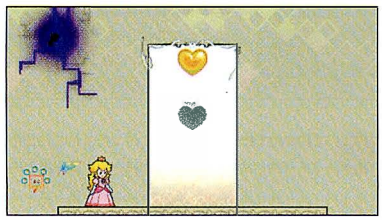
The basic game structure involves a Flipside-and-Flopside overworld where you access four-part chapters (usually).

Play through a Chapter

Most chapters have four sections (Chapter 1-1, 1-2, etc.). Hitting the Star Block at the end of a section means you've completed that section.

Place the Pure Heart

At the end of most chapters, you will receive a Pure Heart that you need to place in a Heart Pillar somewhere in Flipside or Flopside. After you place the Pure Heart, a door to a new chapter will appear on Flipside Tower (or Flopside Tower).



Do Your Business

Use the facilities in town to pick up whatever items you think you may need in the next adventure. Or you can just screw around for a while.

Return to the Tower

If you think you're ready for more action, head for the next chapter door to begin a new stage of the adventure.

Basic Moves

If you've ever played a platform game before, the basic controls in Super Paper Mario shouldn't seem all that unusual. In fact, the 2-D portion of the game should be a regular blast from the past.

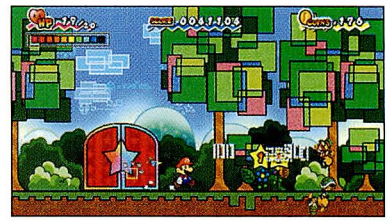
Jumping

The physics of jumping follow standard video game logic: the longer you hold down the 2 Button, the higher you'll jump (up to a certain point). If you get a running start then hit the 2 Button, your jump will get the extra oomph you need to reach high platforms.

Jumping on enemies' heads is the main offensive tactic in the game, so practice your timing. It will mean the difference between bringing the hurt and *getting* hurt.

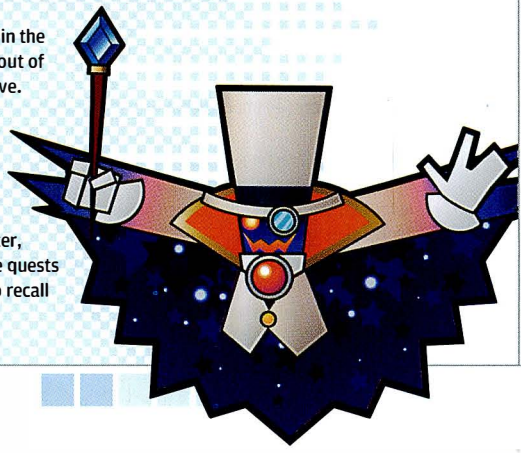
Commence Shelling

You can repurpose various types of Koopa shells as weapons by jumping on them. The jump will send the shell zipping into the next solid object—hopefully, an enemy. Beware: If it bounces back at you off of a solid surface, it will hurt.



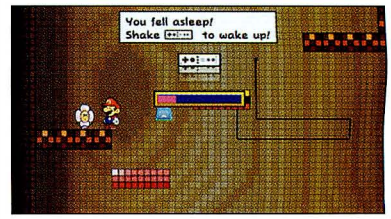
Exceptions to the Rule

There are several points in the game when you'll break out of the pattern detailed above. During certain interludes, you'll take control of characters trapped in Castle Bleck, for example. And in at least one chapter, you'll go on so many side quests that you won't be able to recall your original objective!



Shake It Off, Wuss

Certain enemies use attacks that put you to sleep or otherwise immobilize you. To regain control of your character, you'll need to shake the Wii remote up and down to make a pink bar fill a meter.



Peach Protection

One big advantage of using Peach is the protection her pink umbrella provides. When certain enemies use projectile attacks against her, go into a protective crouch by pressing down on the Control Pad.

Swimming = Underwater Jumping

You'll spend some time underwater in the game, but you needn't worry about finding an aqualung—you can breathe indefinitely underwater. You will have to relearn how to move, however: press the 2 Button at regular intervals to push yourself through the water and to surface. To dive, simply stop pressing the 2 Button.

Ladder Lesson

Ladders are a key element in some levels (at times you need to create them by hitting a special block). To climb and descend ladders, press up or down on the Control Pad while standing directly in front of the ladder. Keep in mind, however, that Bowser can't climb.

Meeting and Greeting

You can interact with most talking characters—and some objects—by pressing up on the Control Pad when you are close enough to get an onscreen prompt.

Changing Stories

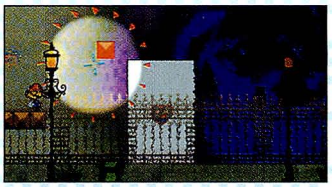
You should spend a little time revisiting people you've already talked to using different controllable characters. In some cases, they'll tell one character something very different from what they told another.

Keep Your Eyes Open

If you get stuck somewhere in the game, study your surroundings for anything that seems unusual—like a drawing on a wall or some object that's out of place. If it looks weird, usually it's a clue.

Pixl Help

It's easy to forget that Tippi may have the hint you need when you are stuck. Use her to scan unusual objects and—more importantly—suspicious empty spaces where there *should* be an object.



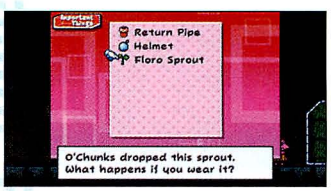
Last-Resort Items

It's smart to keep a full batch of items on hand when you go into a chapter—it can be a lifesaver when a new enemy overwhelms you or you have a lot of real estate to cover before you can save.

If for any reason you need to return to Flipside (or Flopside, while in Chapter 8), just activate the Return Pipe in your Important Items menu. You can restart in the chapter section where you used the Return Pipe.

Super Paper Essentials

If you pick up an item that goes into your Important Things menu, you'll probably need to use it soon to get through a chapter section. Usually, once you use such an item, it'll disappear forever. The exceptions are items like the Return Pipe, which remain in the menu throughout the game.

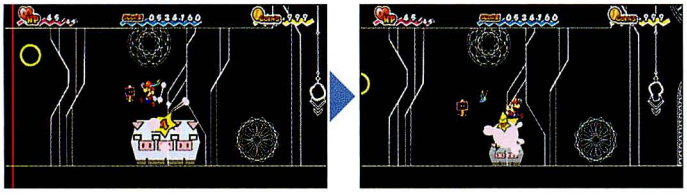


Advanced Gameplay Tips

The game provides a nearly infinite number of gameplay options. Try out a few of the tactics outlined here.

Short Hop, Long Hop

In most cases, you'll want want to jump off of an enemy's head after you make contact—it will give you the elevation you need to execute combos and acrobatic moves. For enemies that shrink or separate (like Hogarithms and Sproing-Oings), however, you should jump on them, then allow gravity to give you quick, multiple attacks.

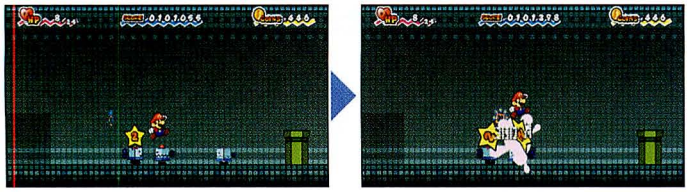


A Charmed Life

When you finally make it to Flopside, head over to Merlee's House of Charms on the second floor. If you buy one of her charms, you'll randomly get to play an item-roulette game every once in a while. It's an easy way to upgrade your items while you're playing through a chapter.

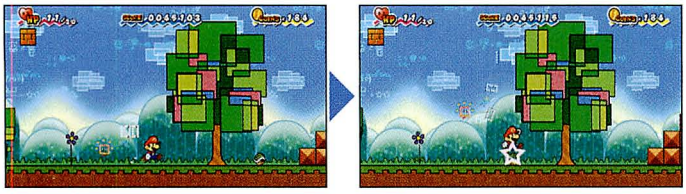
Line 'Em Up, Knock 'Em Down

If you defeat multiple enemies in a single string of jumps—without touching the ground—you'll be rewarded with extra points. You can duplicate this combo effect using a single Koopa shell to hammer multiple enemies.



Lucrative Shell Game

At certain spots, you can bounce a Koopa shell off a wall—racking up points—until you get sick of the activity. You'll need to time your jumps very carefully.



The Flying Mario Bros.

Why just jump on enemies' heads when you can jump on enemies' heads *with style*? When you hit an enemy, jump again then swing the Wii remote to execute an acrobatic move. Talk to Garson at The Underwhere for more info.

Sleight of Hand

Each character has five special acrobatic moves that you can trigger by stylishly tilting the controller after you bound off of an enemy. Practice different moves throughout the game to see cool, extended acrobatic effects. The better your move, the bigger the crowd of paper-cut-out audience members you'll draw.

Catch as Catch Can

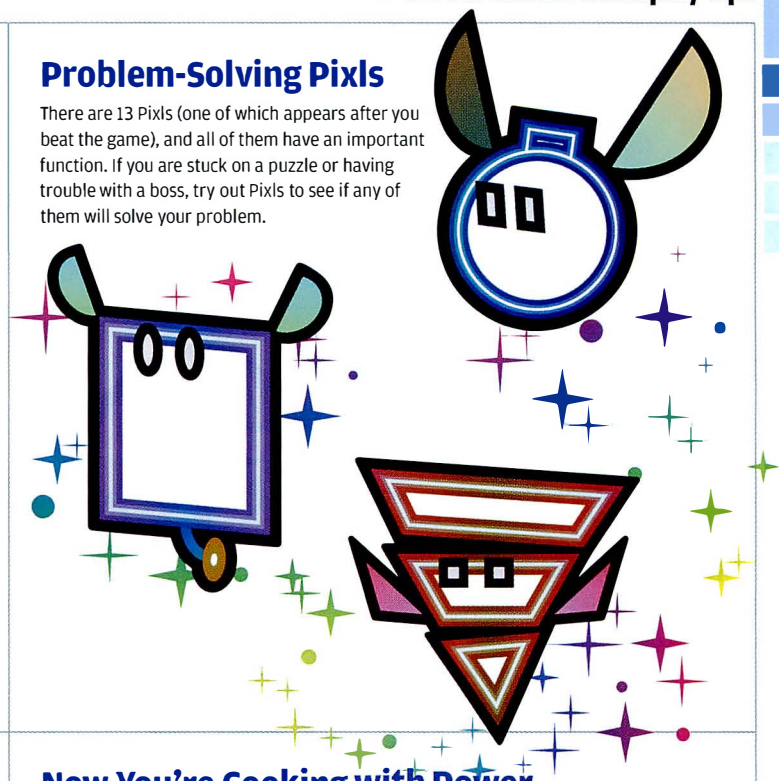
Catch Cards are more than just collectibles—they power up your attacks. Each time you collect an enemy's card, you'll double your attack strength against that enemy. Collecting multiple cards will increase your attack power even more.

Casting Call

Once you have access to multiple playable characters, try using different characters to accomplish a challenging task. Often you'll find that one character has a special ability that can render a daunting task easy.

Problem-Solving Pixls

There are 13 Pixls (one of which appears after you beat the game), and all of them have an important function. If you are stuck on a puzzle or having trouble with a boss, try out Pixls to see if any of them will solve your problem.



Flip Early, Flip Often

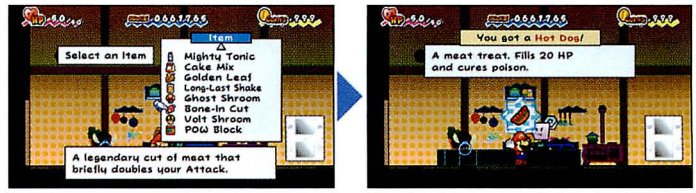
There are many places in the game where you cannot proceed in 2-D and you need to flip into 3-D to find a hidden path. Additionally, it's a good idea to flip into 3-D to scope out any new area. Be careful, however: If you're on a platform, make sure you don't fall off when you flip.

More Dimensions, More Money

Flip every time you see a row of coins to collect. Often there will be multiple rows of coins behind it in 3-D—but if you collect the coins in 2-D the 3-D coins will disappear.

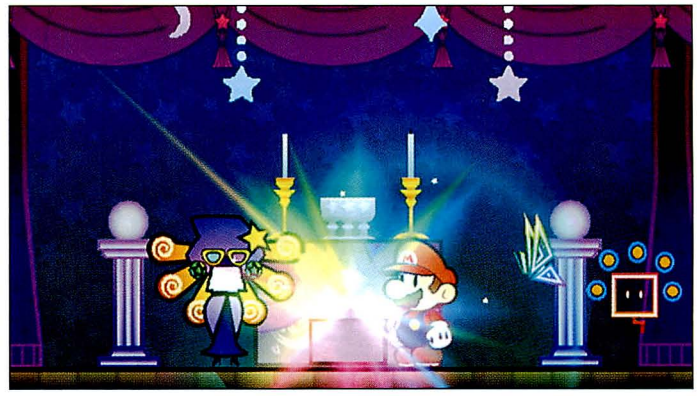
Now You're Cooking with Power

You have limited spaces in your inventory, so keep it stocked with the best items possible. Take single items to Saffron in Flipside to have her cook up even better items—for free! For even-more-powerful goodies, take two items to Dyllis in Flopside; she'll make them into one (potentially) awesome item. (See pages 134 and 135 for recipe information.)



Buying Information: The Last Resort

Stuck? Merluvlee is willing to tell you what to do next—for a fee. The first few times you go to her, she just wants pocket change, but later she really starts to price-gouge. You're better off trying to figure things out yourself.



Character Skills

Mario and his team are much more than just a delightful gang of characters. They've got skills.

Mario

There's nothing wrong with Mario's vocal cords—he just prefers to let his actions (and occasional guttural sounds) do the talking. He has the proper gravitas to lead this team, so you'll use him more than the other characters.

Flip

Bestovious gives Mario the power of inter-dimensional travel—or "flipping"—very early in the game, and you'll need to use the ability approximately 12 zillion times before you finish the adventure.

Luigi

Luigi can't flip between dimensions like his more famous brother, but he's got the platforming chops to handle just about any 2-D situation.

High Jump

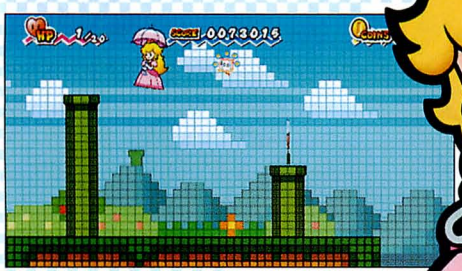
If you hold down on the Control Pad for a few seconds then release it, you can jump high into the air. Any enemy that gets in the way of one of Luigi's high-velocity jumps is toast. (However, Luigi will not have this move during his escape from Castle Bleck.)

Princess Peach

You wouldn't think it by looking at it, but Peach's umbrella is a formidable platforming tool. It not only provides amazing lift—it can also protect her from some airborne attacks.

Float

Peach can sail for a decent distance if you hold down the 2 Button during a jump. When Mario can't bridge a gap, let the pink princess show him how it's done.



Bowser

It may pain him to do so, but Bowser will eventually swallow his pride and join Mario's team. The Koopa King is very slow and can't jump very high, but his flame breath is a lifesaver in certain enemy-strewn areas and his stomping power is twice everyone else's.

Flame Breath

Bowser's flame breath lets him reach out and roast somebody without putting his spiny hide in harm's way—it works even underwater!

Meet the Pixls

A baker's dozen of powerful Pixls will give you all the tools you need to round up Pure Hearts.

Tippi / Tiptron

Tippi is more than just the first Pixl you pick up in your travels—she's a key player in the drama that unfolds after Count Bleck creates the Chaos Heart. With a few exceptions, she's always there to identify characters, enemies, and objects (just point the Wii remote at the screen). After you beat the game, Tiptron will handle those duties.

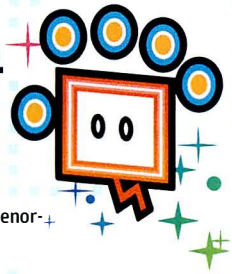
Thudley

Throwing your weight around is easy when you have Thudley at your command. Just press the 1 Button to deliver a titanic wallop to anything beneath you, like a really big switch. Thudley even works underwater!

Cudge

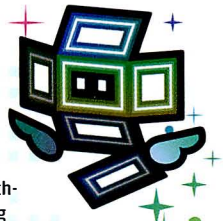
With Cudge by your side, you'll never have to say, "if I had a hammer . . ." That's because Cudge performs a hammer's functions: He pounds objects and enemies alike.

Thoreau



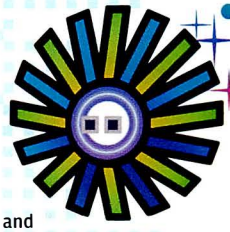
Thoreau looks like a hand and pretty much acts like one, too. You can use him to pick up and throw a wide range of objects—even some enormous enemies.

Carrie



Carrie is a Pixl of burden who allows you to glide over dangerous surfaces, such as spikes, that would otherwise keep you from getting everything you want in life. She can also help you jump on and damage spiked enemies.

Dottie



Dottie can make you tiny but lets you retain most of your full-size speed and jumping ability. You'll be able to enter doors and pass by dangerous enemies undetected—plus run on water!

Boomer

When you need to blow up something, Boomer is your Pixl. Deposit him wherever you want to see destruction, wait a few seconds for his fuse to burn down, then BOOM! Alternatively, you can simply press 2 a second time to detonate him immediately.

Barry

Barry may be a bit of a chicken when you first meet him, but he's as tough as a diamond-edged buzzsaw in a fight. His spinning barbs destroy enemies and protect you from harm.

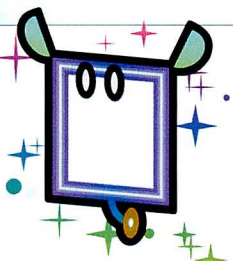
Piccolo

Piccolo isn't an essential Pixl, but her music—she has a different song for each playable character—can make interesting things happen to certain characters and objects. Her music also cures some status injuries.

Slim

Say no to fad diets and weight-loss pills! Instead, rely on Slim to make you perfectly one-dimensional—enemies and dangerous objects will pass right through you without causing harm.

Fleep



Leave no polygon unturned with Fleep, the flipping Pixl that allows you to uncover some important objects in the game. He's a good friend to have during a treasure hunt.

Dashell

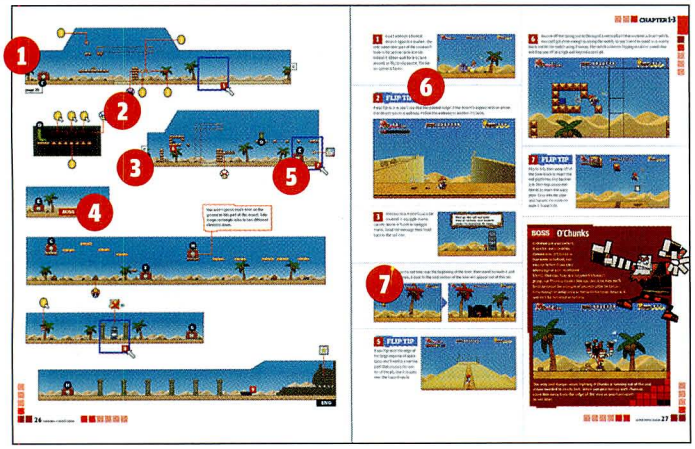
Upset that there isn't a dash option in the game? Cheer up—there *is* a dash option, and his name is Dashell. Use him whenever you want superspeed.

Using the Guide

Inter-dimensional gaming can be confusing. Be sure you know how to use this guide before you start the flipping adventure.

Adventure Walkthrough Pages

The bulk of the guide is a step-by-step walkthrough with maps, numbered gameplay tips, and helpful screenshots. It's often a good idea to look through a level's map before you begin, then consult the tips as needed.



1 **Maps:** Each map in the guide shows the 2-D view of a given area. For 3-D views, you'll need to look at screenshots.

2 **Item callouts:** All coins and items are called off the maps. (See the poster for a detailed key.) An item connected to a treasure-chest icon means that the item is inside the chest. There are some special item icons to look out for:

2-D items: Items (such as the coin shown here) visible in 2-D only are indicated with an unadorned icon.

3-D or flip items: Icons for items (such as the coin shown here) available only in 3-D are accompanied by an arrow icon.

045 **Numbered items:** Catch Card and Cooking Disk icons are numbered or lettered according to their positions in the in-game menus.

3 **Map connections:** Doors and warp pipes are connected to their corresponding destinations using lettered callouts. There are three types:

[a] **Map breaks:** When a single map is fragmented on the page, a lowercase letter in a square indicates the places where the maps connect.

C **Doors, pipes, and other passages:** A matching pair of uppercase letters in circles indicates linked doors or pipes.

c **Small doors, pipes and other passages:** Some passages lead from the background to the foreground.

4 **Boss battle:** Boss battles are indicated with BOSS boxes that provide detailed strategies for fighting these enemies.

5 **Flip frames:** "Flip frames" indicate places where you need to flip into 3-D. They highlight specific places where Mario's flip ability is required to find an item or to advance in the level.

10 **Flip tips:** Numbered flip frames on the maps indicate special strategies (called "flip tips") detailed in the walkthrough text. These strategies always involve Mario's flip ability.

6 **Strategy tips:** Numbered icons appear in red squares on the maps, and correspond to numbered strategy tips.

10 FLIP TIP Strategy tips indicated with flip frames on maps are given this special treatment in the walkthrough text.

7 **New skills, Pixls, or characters:** Special colored boxes indicate when a Pixl or a character joins your party, or when you attain a new skill.

Pull-out Poster

The poster included with this guide provides a handy reference for your repeated visits to Flipside and Flopside. Plus, it should help you make sense of the maps for individual levels.

Flipside and Flopside Town Maps

You'll feel like a native of Flipside and Flopside by the time you're done playing the game, but you'll likely still get lost occasionally. Why take the chance? Keep all the info you need at your fingertips.

Locations of Heart Pillars

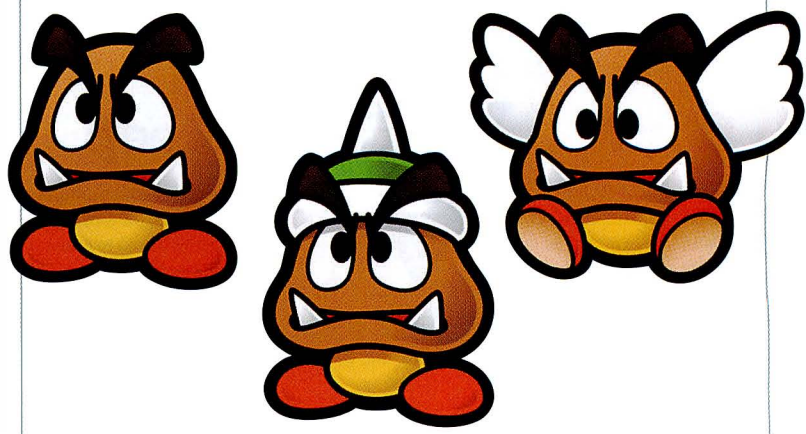
You'll find detailed instructions for locating Heart Pillars at the end of each chapter section, but you can also consult the map for the exact location of each pillar.

Map Key

The map key for all the maps in the guide is included on the poster. Keep it handy in case anything on the map confuses you.

Adventure Appendix

The appendix in the back of this book contains helpful information about items, Catch Cards, recipes, and more. It's also loaded with tips and info about optional side quests like the Pit of 100 Trials and the Sammer Guy tournament.



PRELUDE

Flipside

A Hero Torn from His World

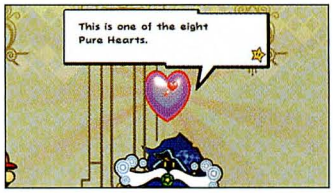
Every journey begins with a single step. And, in Mario's life, every journey also begins with Koopa high jinks.

Disrupted Nuptials

After rushing to Bowser's castle to rescue Peach, Mario is surprised to learn that something even more nefarious is about to unfold: Peach's marriage to Bowser. After being knocked unconscious, he awakens to a wild new adventure.

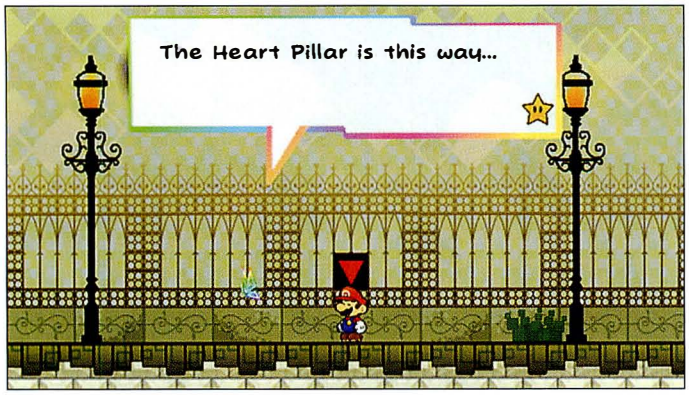
Merlon Makes It Easy

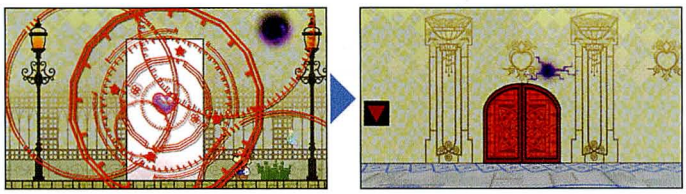
When Merlon finds out that you are the hero foretold in the Light Prognosticus, he gladly forks over the first Pure Heart to you. Now you only need seven more! The rest of them are substantially more difficult to come by, however. Drop your new prize off at the first Heart Pillar to get started on your adventure.



Heart Pillar 1

1 Tippi will show you the way to the Heart Pillar after you leave Merlon's house. All you have to do is go to the third floor of Flipside, then place the Pure Heart in the pillar by pressing the Control Pad as indicated. A door will then appear on top of Flipside Tower; enter it to begin Chapter 1.





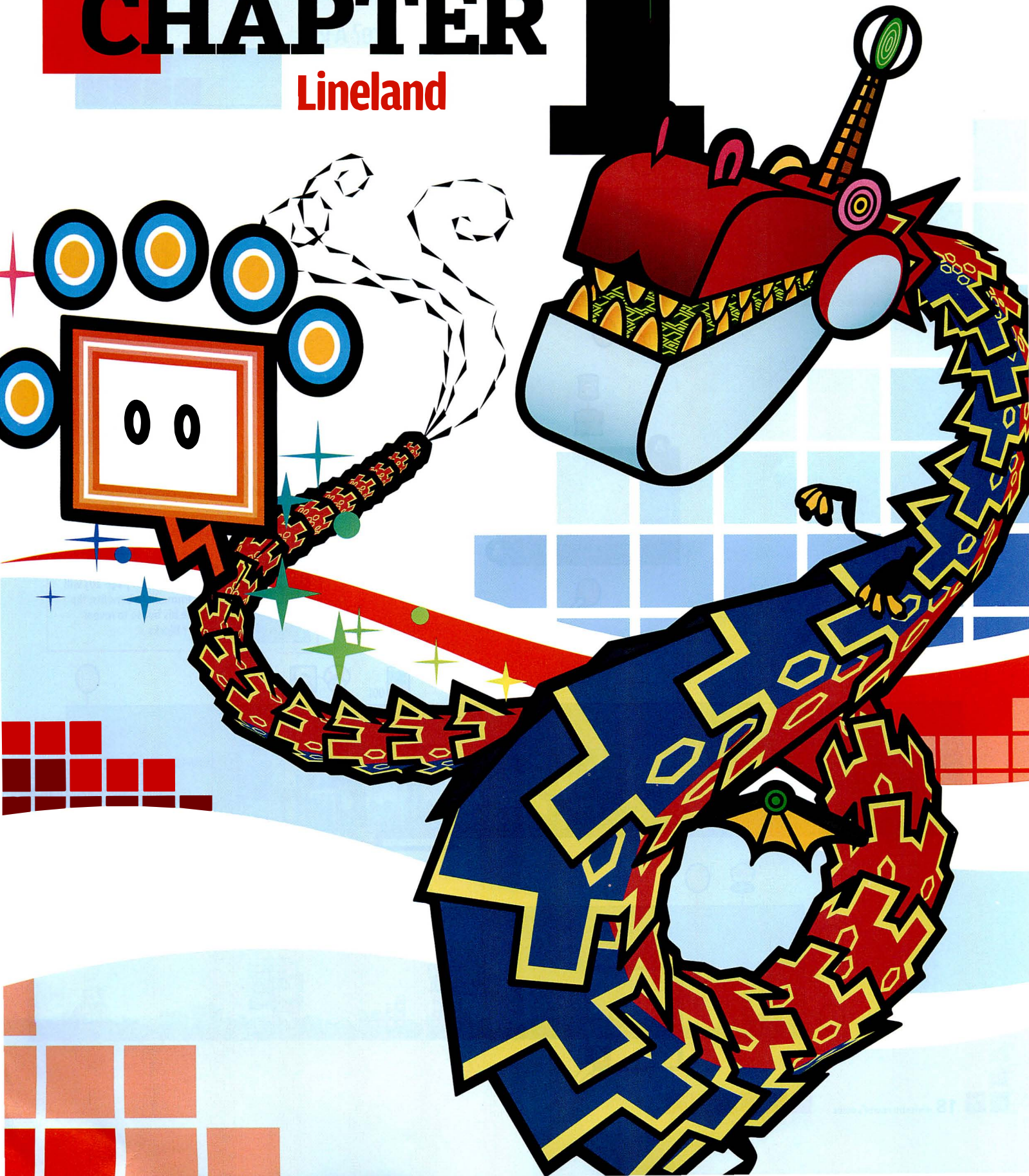
Tippi

Tippi is your tour guide through the mysteries of inter-dimensional travel. She seems to have every fact at her fingertips, and she's always willing to provide you with a tip when you're stumped.

If you want to learn more about an object, character, or enemy, just point the Wii remote at it to have Tippi tell you everything she knows.

CHAPTER 1

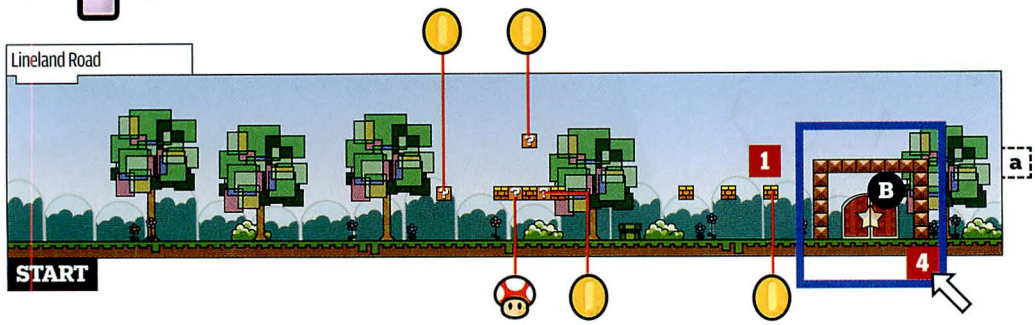
Lineland

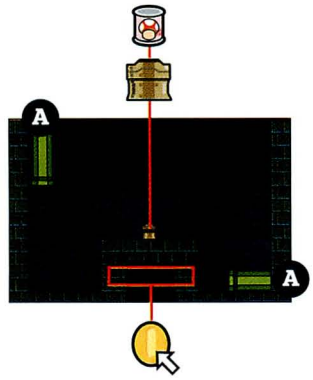


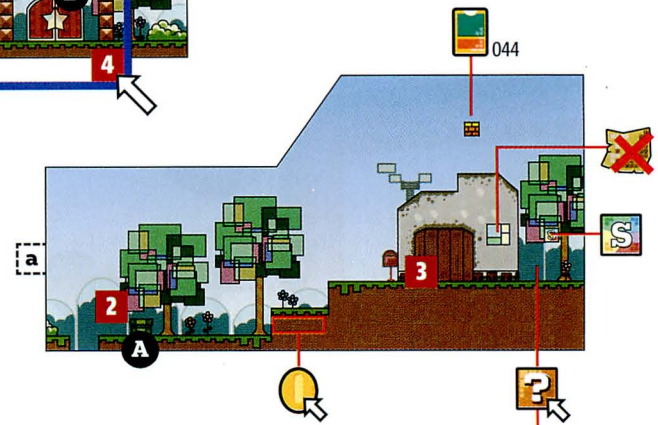
CHAPTER 1-1

The Adventure Unfolds

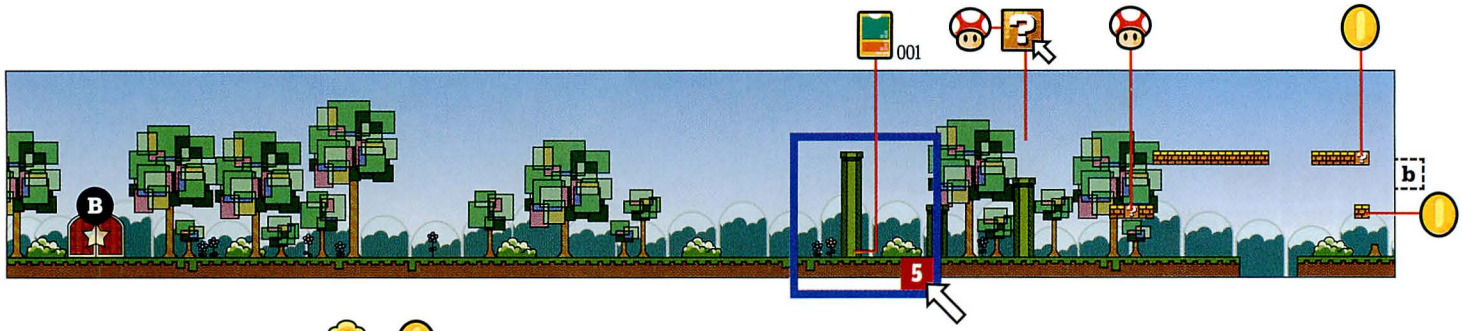
Do the first two dimensions leave you wanting more? A gift from Bestovius will help you gain some perspective.

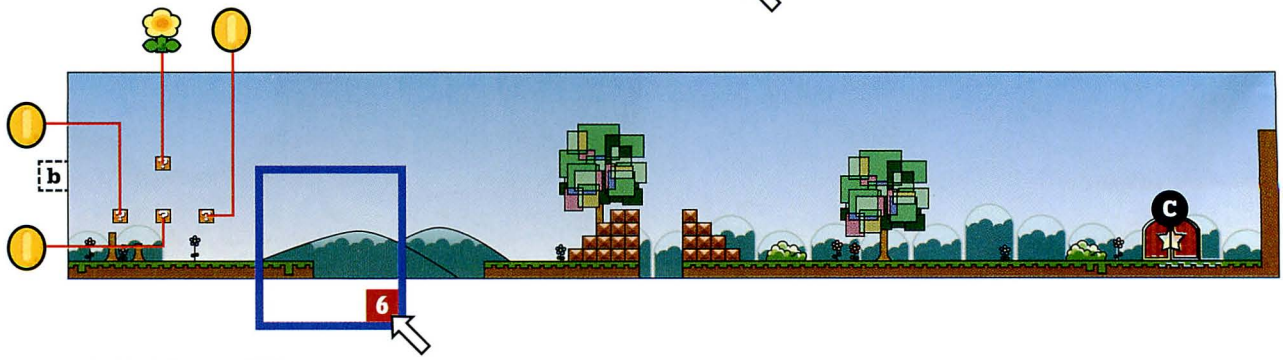


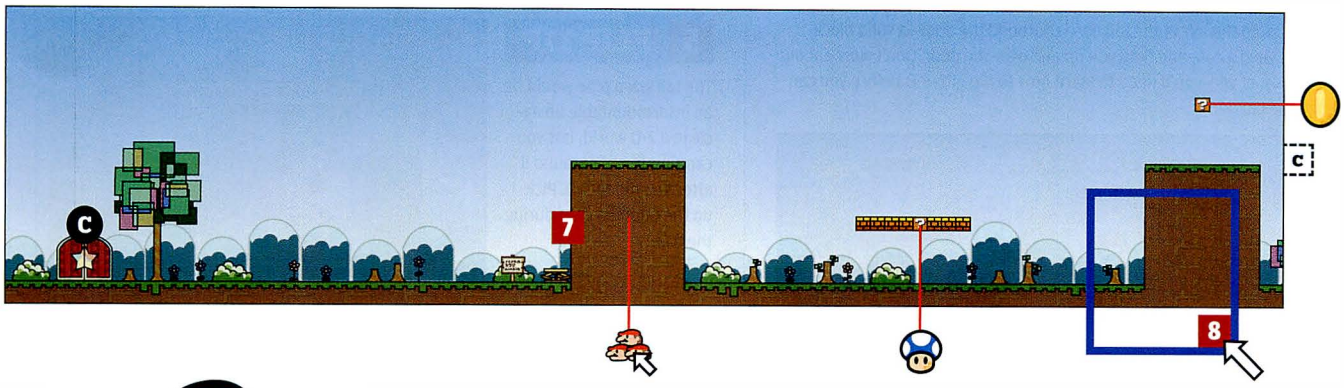




Bestovius's gift (see "Pretty Flippin' Cool!" on page 20) will yield immediate benefits: flip outside his house to reveal some ? Blocks.



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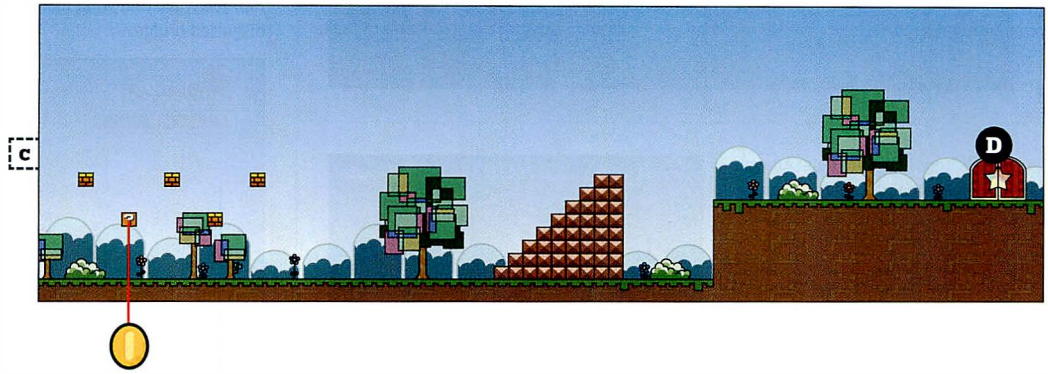
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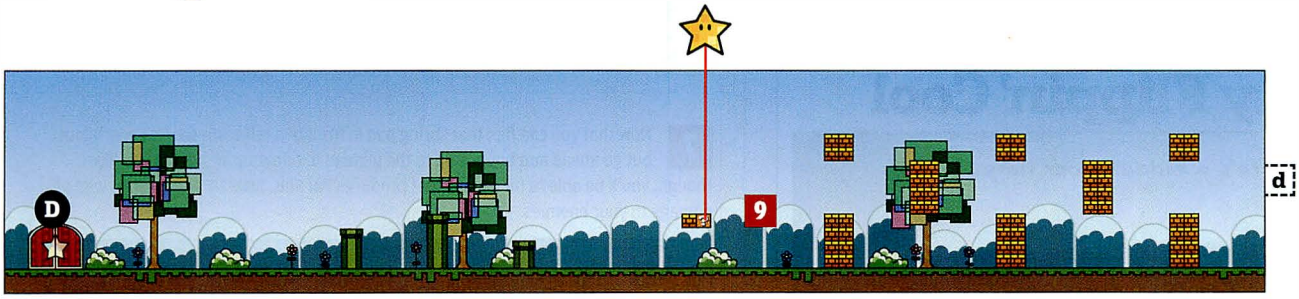
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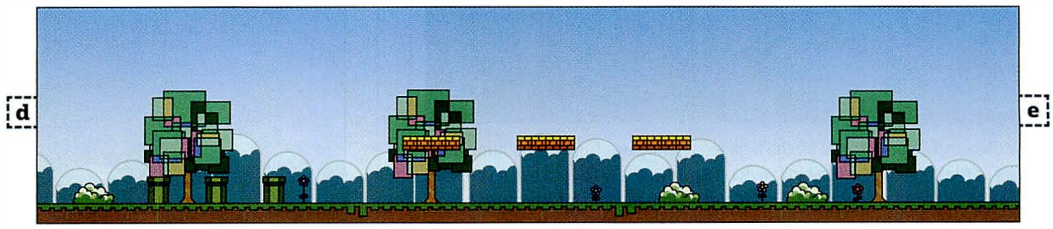
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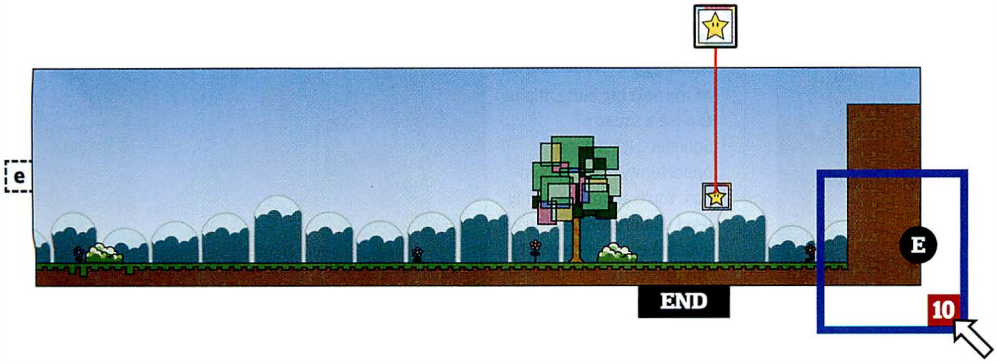
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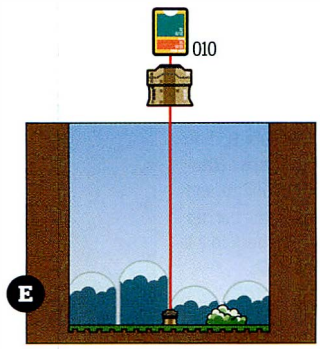
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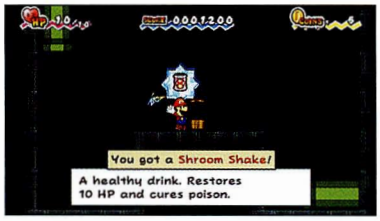
1 Hit the Brick Block to the left of the tall barrier around the door—a solid block underneath will yield a coin and help you up and over the door. Don't worry about getting through the door just yet—you'll need to learn how to flip into 3-D before you can find the path through the barrier.

2 Your first warp pipe! Are you excited? Drop into a chamber that contains a treasure chest, grab the tasty drink inside, then exit through the horizontal pipe on the left to return to the original pipe. At least it *looks* like the original pipe. Check it out in 3-D to get the real scoop.



3 Pretty Flippin' Cool

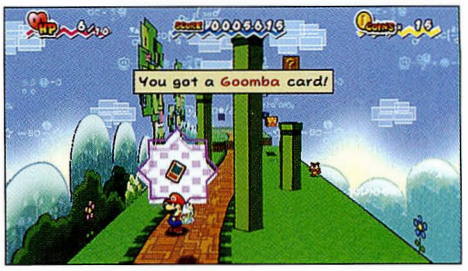
Enter the seemingly empty house on the high ledge, then use Tippi (by pointing the Wii remote at the screen) to find a hidden door. Bestovius is willing to teach you how to flip into 3-D . . . for a price. Hold out until he gives you the info for free, then flip inside the house to find a couple of helpful items: a Shroom Shake, a Fire Burst, and a Shell Shock.

4 FLIP TIP

Head back to door B, then flip to expose gaps in the side of the barrier around it. Move inside the barrier in 3-D then flip back to 2-D to enter the door.

5 FLIP TIP

The tall warp pipe would be an insurmountable obstacle in a 2-D world, but you can simply walk around it after you flip to 3-D. Pick up the Goomba card during the trip.



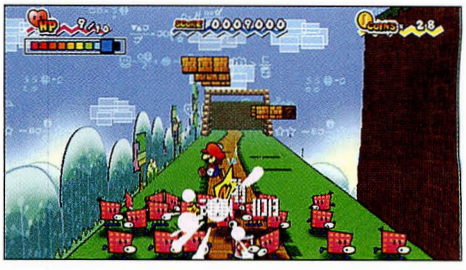
6 FLIP TIP

Mind the gap on the way to door C—you can't jump across it in either 2-D or 3-D. If you flip, you'll see that what looked like mountain scenery in 2-D is actually a cleverly disguised bridge.

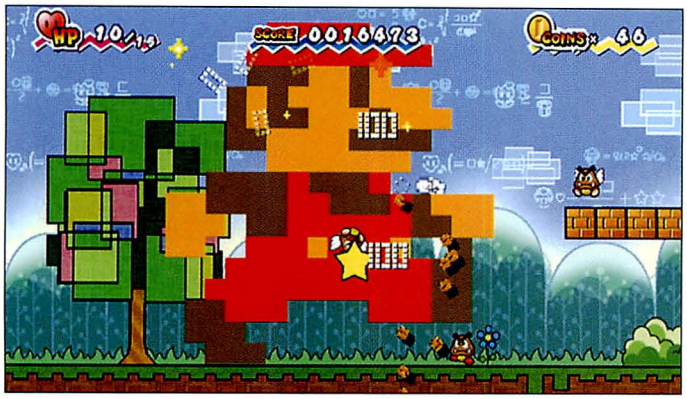
7 Now that you can flip, that spring pad in front of a tall butte seems superfluous, but go ahead and bounce up to the plateau if it floats your boat. If you flip, though, you'll be able to hit a block that produces Pal Pills, little NES-era Marios who deal damage to your enemies.

8 FLIP TIP

At the next big butte, flip to expose a squad of Squiglets. It's a good opportunity to score combos. You'll almost certainly level up here, unless you've avoided every enemy until this point.

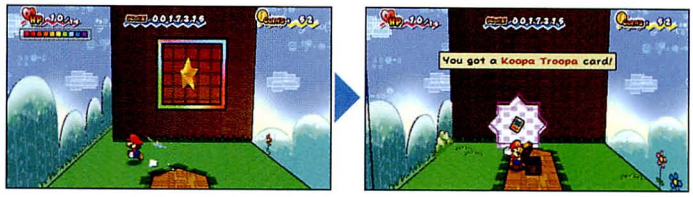


9 Hit the ? Block to release a Mega Star—an extrapowerful power-up that transforms Mario into a huge, retro version of himself. Keep moving forward to maximize the destruction. You can rack up a pile of points thanks to the many doomed enemies in your way.



10 FLIP TIP

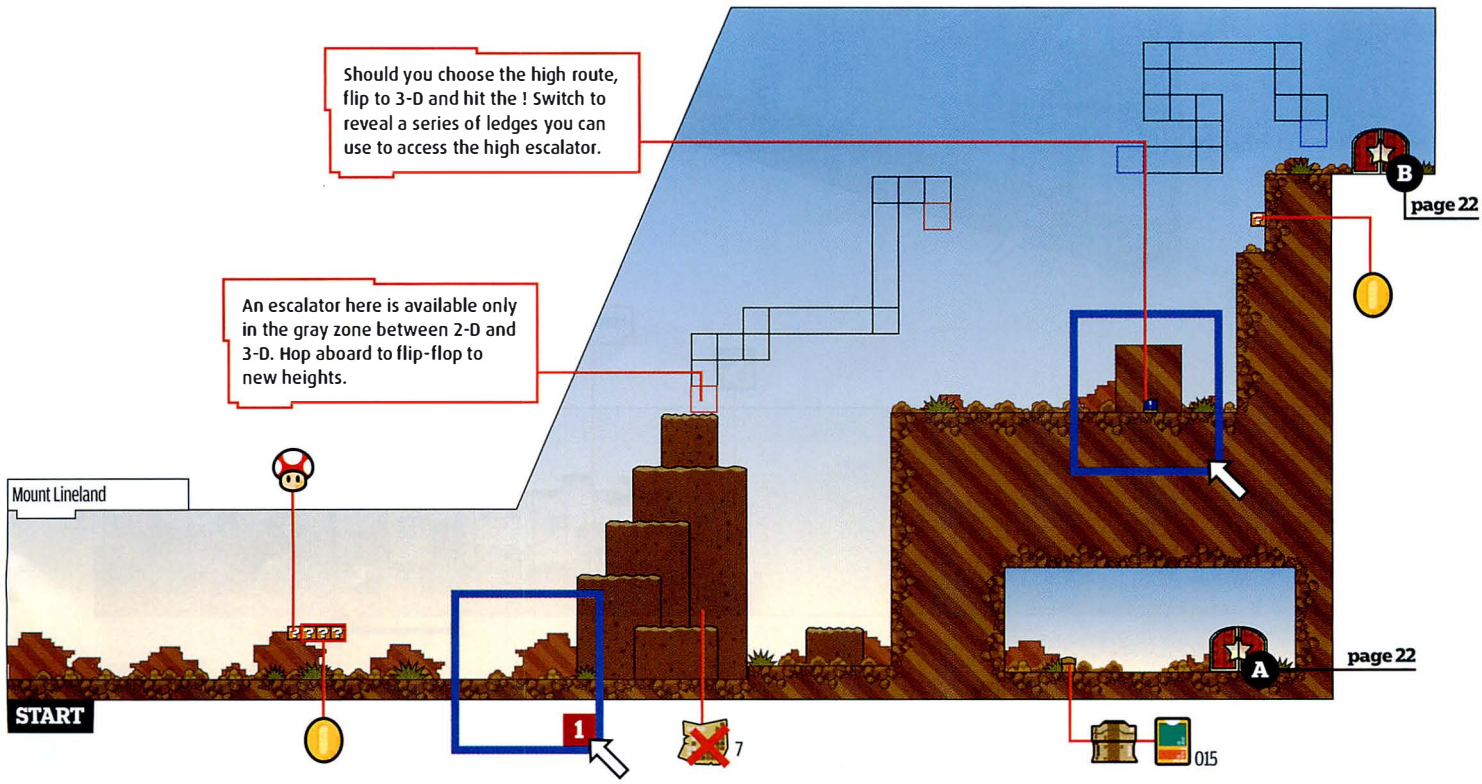
Don't be so quick to finish the chapter. Before you hit the Star Block, flip to reveal a narrow passageway to a treasure chest. After you grab the card inside, hit the block and move on to the next challenge.

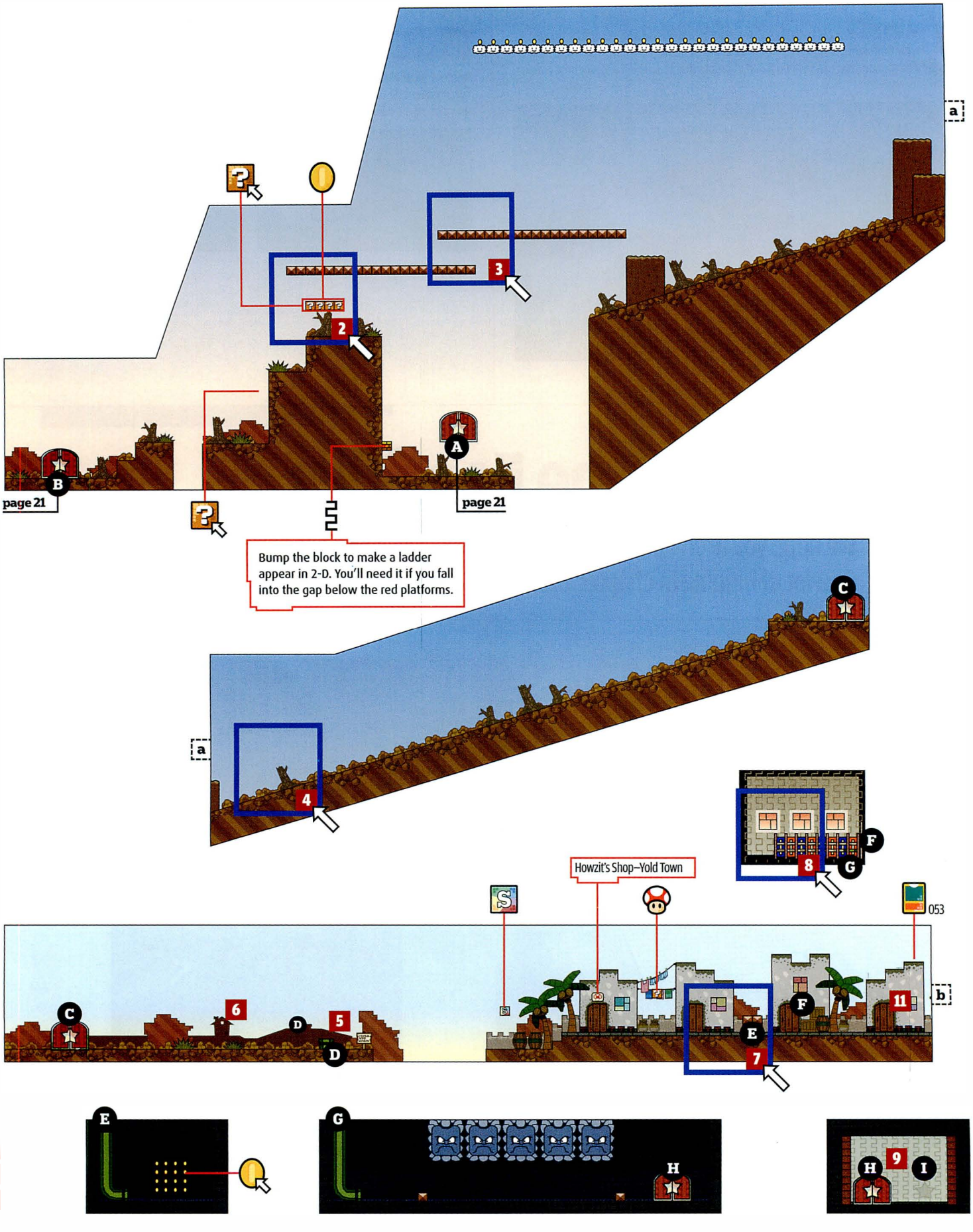


CHAPTER 1-2

Afoot in the Foothills

We hope you aren't partial to platforming in 2-D; you'll need to do a lot of flipping in Chapter 1-2!

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Bump the block to make a ladder appear in 2-D. You'll need it if you fall into the gap below the red platforms.
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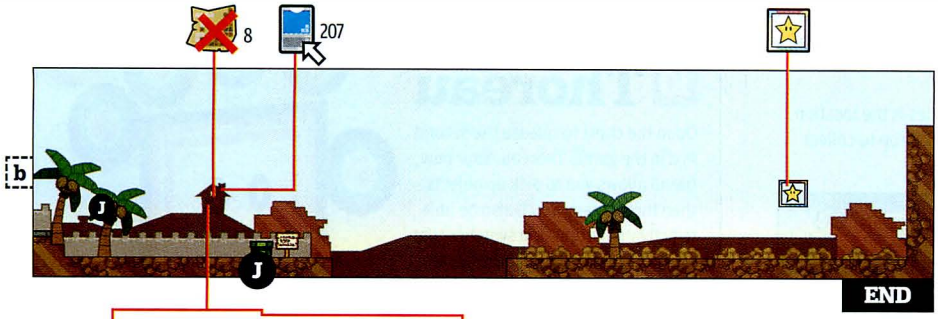
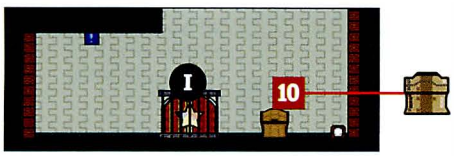


After old man Watchitt makes the introductions, head to the house in the background to lower the bridge.

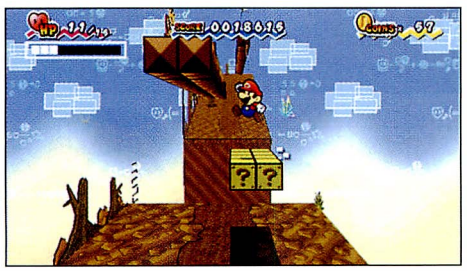


1 FLIP TIP

You can flip early in the level and take a shortcut behind the scenery to avoid enemies and reach a treasure chest that holds a Paratroopa card. You'll also avoid some coins, so you may want to backtrack after you collect the card.

2 FLIP TIP

To reach the high red platform, flip to 3-D, jump up to the ? Blocks, then jump up diagonally to the red platform.



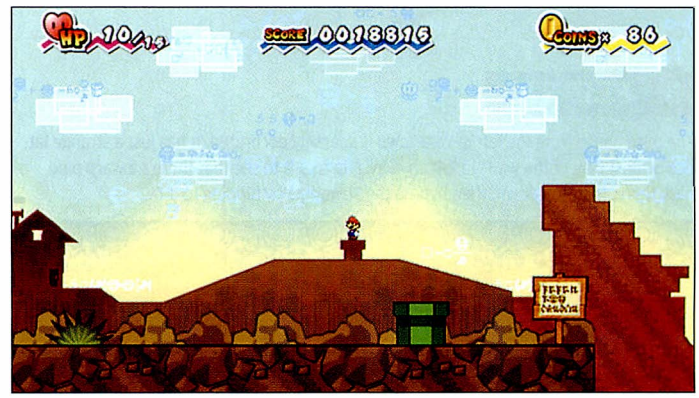
3 FLIP TIP

A single square block is hidden behind the high red platform in 2-D. Stay in 3-D on the platform beneath it, then bump the block to reveal a ladder. Climb the ladder to a cloud platform that's loaded with coins.

4 FLIP TIP

You won't have to worry about the Thwomps rolling down the hill if you switch to 3-D. Keep your eyes open, however: They're skinny, but they can hurt you nonetheless.

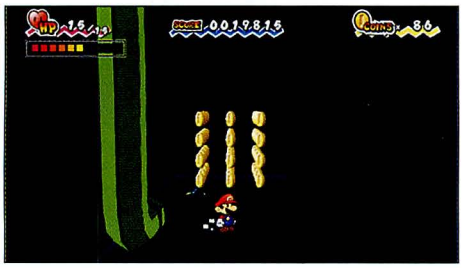
5 Jump into the pipe to warp into the background, where you'll appear as a tiny, distant version of yourself. Take a walk over to the house on the left, where you may find a clue about how to get across the big chasm in the foreground.



6 Inside the house, you'll spot an immovable lever and some mysterious sweat drops floating in the air. The sweat drops belong to the bridge keeper, who will appear when you flip to 3-D. If you flip him back to 2-D with you, he'll raise the bridge so you can reach the Star Block.

7 FLIP TIP

Yold Town has plenty of secrets, and one of its more obvious mysteries is the location of a warp pipe in the middle of town (it's hidden behind a short wall). Drop to collect some coins.

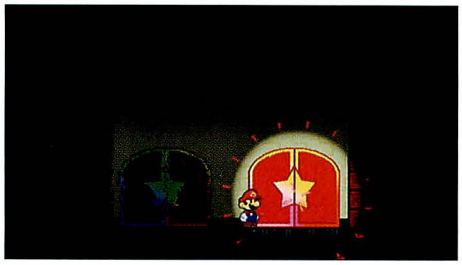


Flip to 3-D before you start collecting coins—you'll discover there are actually three rows of coins to collect—triple the number of coins as in 2-D.

8 FLIP TIP

The third house from the left in Yold Town is sparsely decorated. It has just a strange lattice against part of the wall—in 2-D anyway. Flip to 3-D to see that there's a warp pipe back there, too. Hop down, then bypass the Thwomps by flipping to 3-D.

9 In the room beyond the Thwomps, point the **Wii** remote at the screen so Tippi can expose a hidden door.



10 Thoreau

Open the chest to release the second Pixl in the game: Thoreau. Your new friend allows you to pick up objects then throw them. You'll also be able to activate buttons and switches that would be beyond reach otherwise.

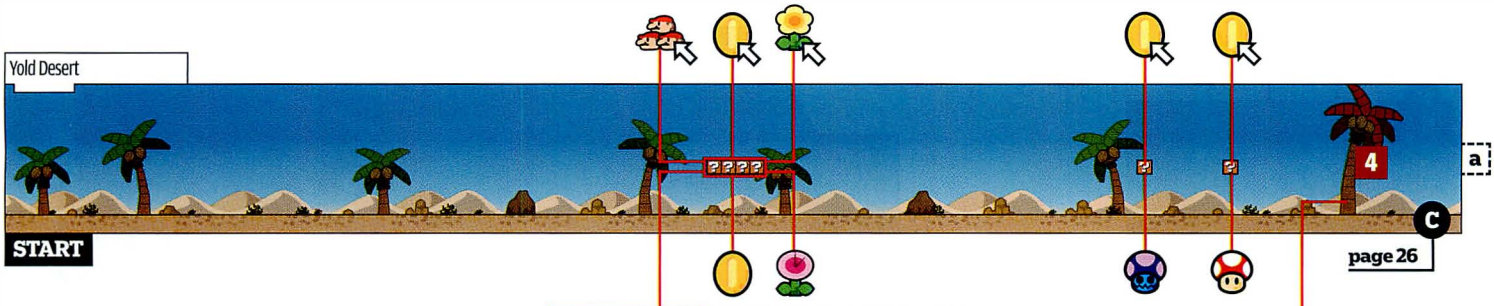
You'll need to use Thoreau's ability to get out of the room. Pick up the block on the ground, then jump and throw it at the switch on the ceiling.

11 The last stop in Yold Town is old Watchitt's house. He'll phone ahead to the bridgekeeper to let him know you're coming. When you reach the bridgekeeper's house (in the background, once again), answer his question honestly (or, if you like, dishonestly).

CHAPTER 1-3

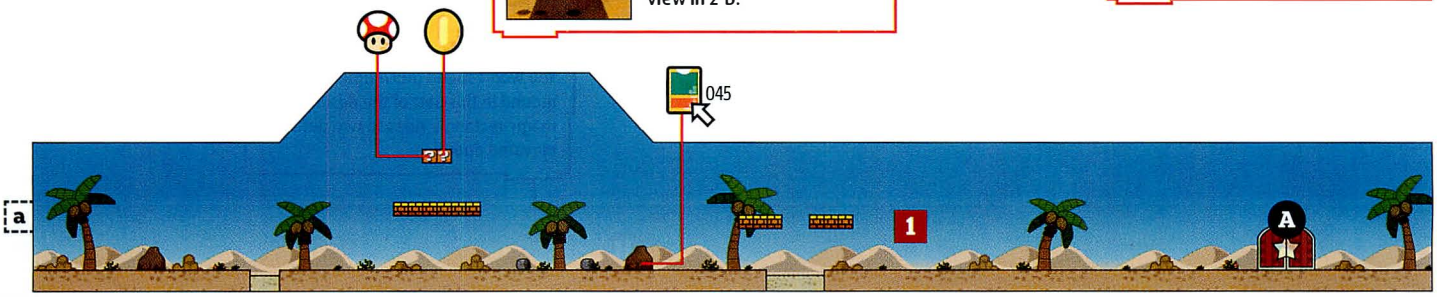
The Sands of Yold

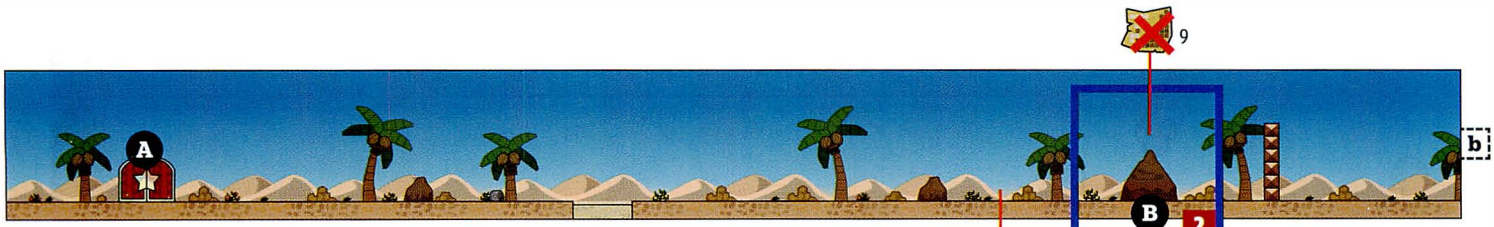
The desert promises a battle of man vs. nature—and then a battle of man vs. O'Chunks.

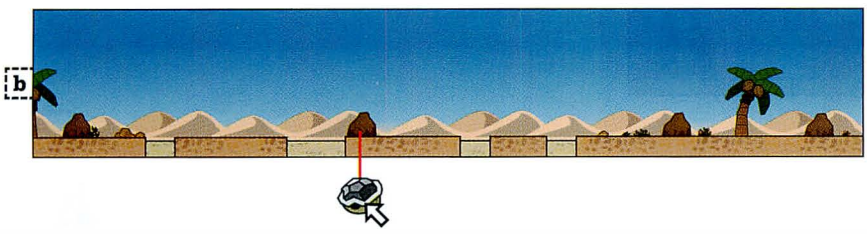


Make it a rule to flip into 3-D when you see ? Blocks. There may be extra coin- and item-bearing blocks hidden from view in 2-D.

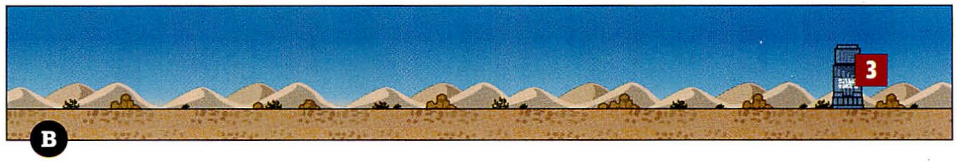
You can do something under this red tree to reveal a door. See tip 4 on page 27.

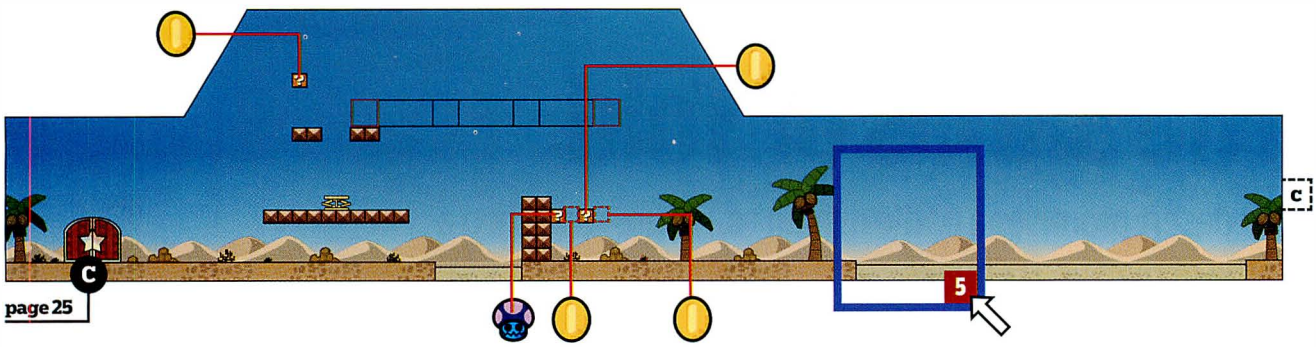






Enemies surrounded by a dotted-line box can flip between dimensions. It's easier to defeat them in 2-D.





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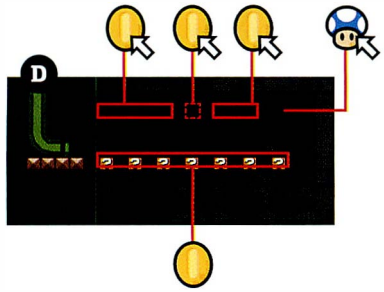
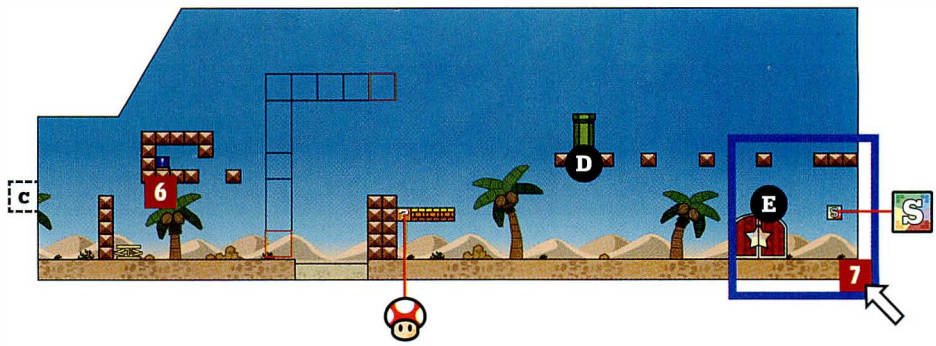
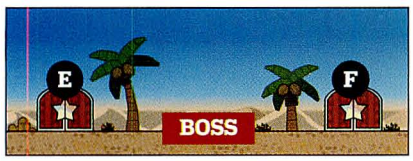
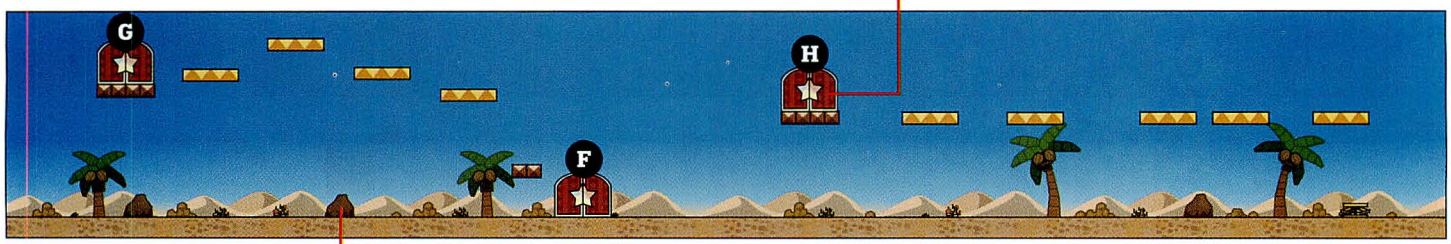
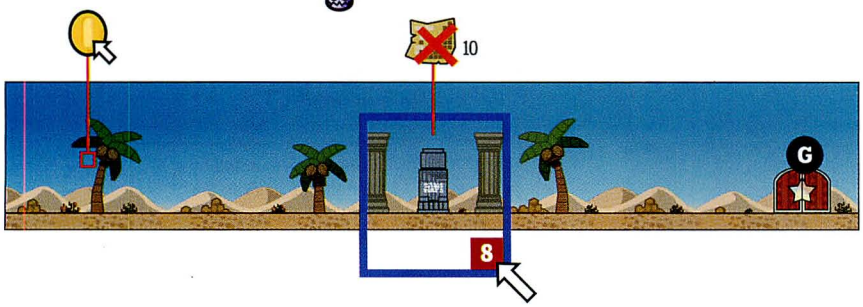


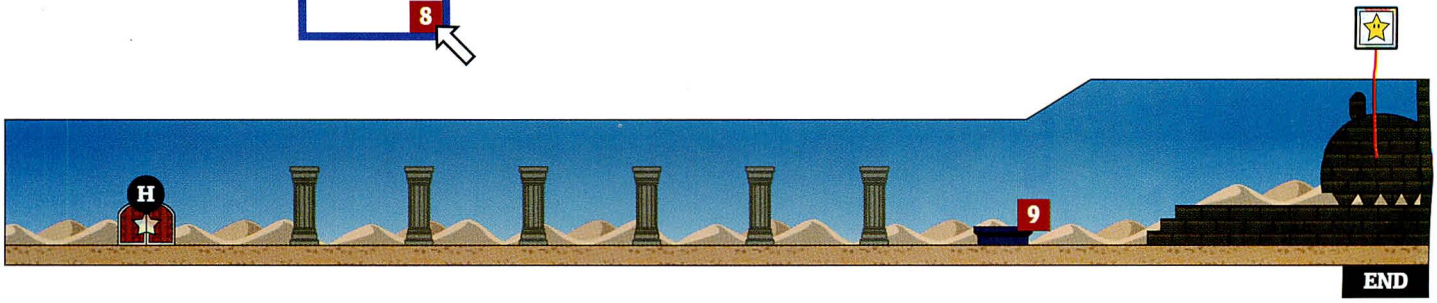




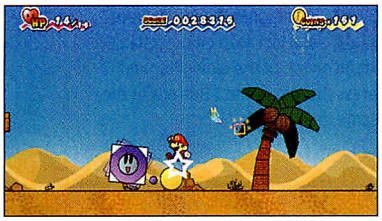
You won't spend much time on the ground in this part of the desert. Take magic-rectangle rides to two different elevated doors.





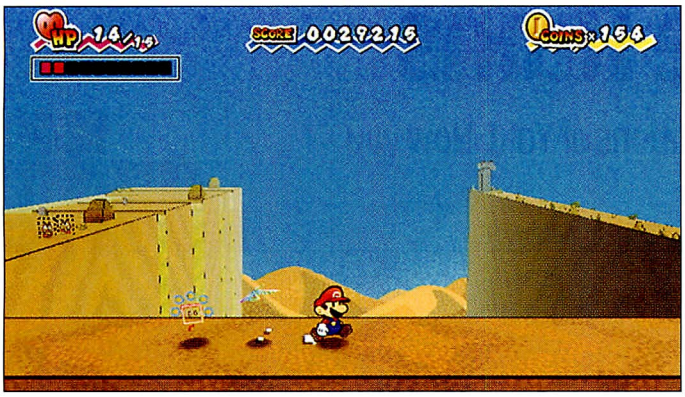


1 Don't attempt a frontal assault against a Jawbus—the only vulnerable part of the creature's body is the yellow circle it trails behind it. Either wait for it to turn around, or flip to slip past it. The latter option is faster.

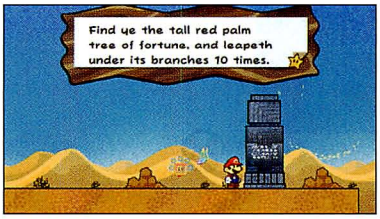


2 FLIP TIP

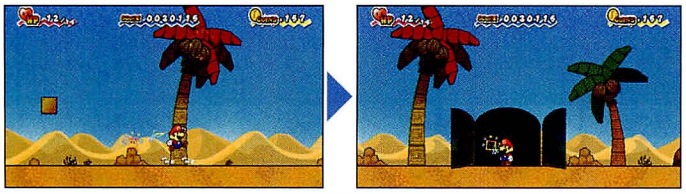
If you flip to 3-D, you'll see that the pointed ledge in the desert is topped with an arrow that directs you to a walkway. Follow the walkway to another 2-D area.



3 Proceed to a mysterious pillar covered in squiggle marks. Luckily, Mario is fluent in squiggle marks. Read the message then head back to the red tree.



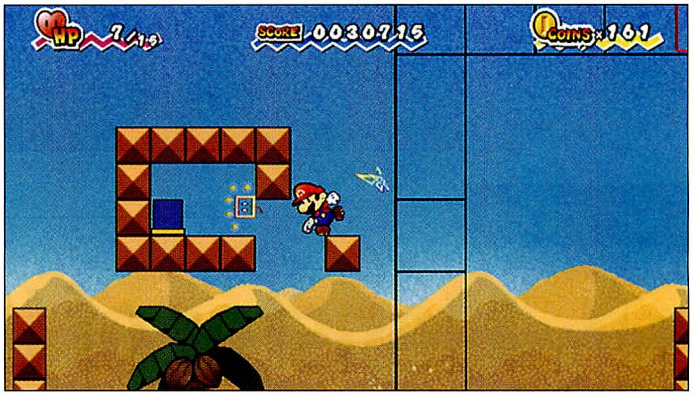
4 Go back to the red tree near the beginning of the level, then stand beneath it and jump 10 times. A door to the next section of the level will appear out of thin air.



5 FLIP TIP

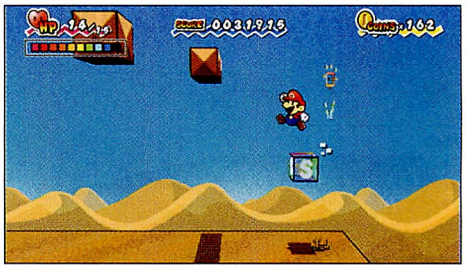
If you flip near the edge of the large expanse of quicksand, you'll notice a narrow path that crosses the center of the pit. Use it to pass over the hazard easily.

6 Bounce off the spring pad to the top of a red platform that encloses a blue ! Switch. You can't get close enough to stomp the switch, so you'll need to stand on a nearby block and hit the switch using Thoreau. The switch activates flipping escalator panels that will drop you off at a high wall beyond a sand pit.



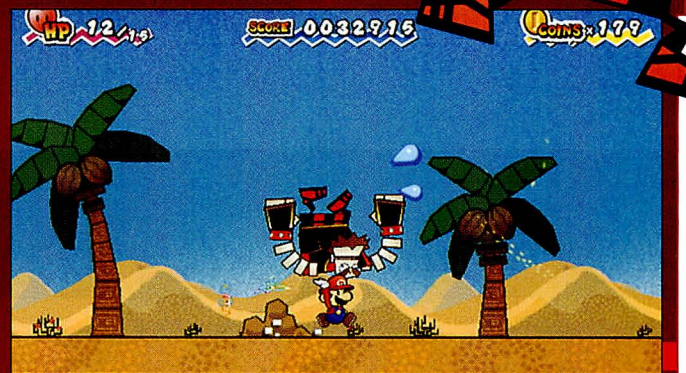
7 FLIP TIP

Flip to 3-D, then jump off of the Save Block to reach the red platforms. Flip back to 2-D, then hop across the blocks to reach the warp pipe. Drop into the pipe and harvest the coins (in both 2-D and 3-D).



BOSS O'Chunks

Irishmen are everywhere, it seems—even in other dimensions. O'Chunks is fearsome to behold, but easy to defeat if you take advantage of your newfound friend, Thoreau. Stay just beyond O'Chunks's grasp, use Thoreau to pick him up, then toss him. He'll be disoriented for a couple of seconds after he lands—time enough to jump once or twice on his head. Keep at it, and he'll be humbled in no time.

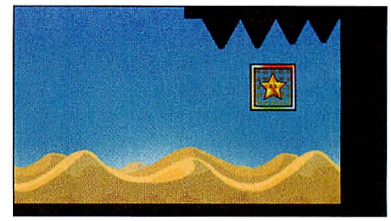


The only real danger when fighting O'Chunks is running out of the real estate needed to evade him. When you pick him up with Thoreau, carry him away from the edge of the area so you have room to run later.

8 FLIP TIP

Another pillar, another clue. This time you'll need to read two sides to figure out your next move.

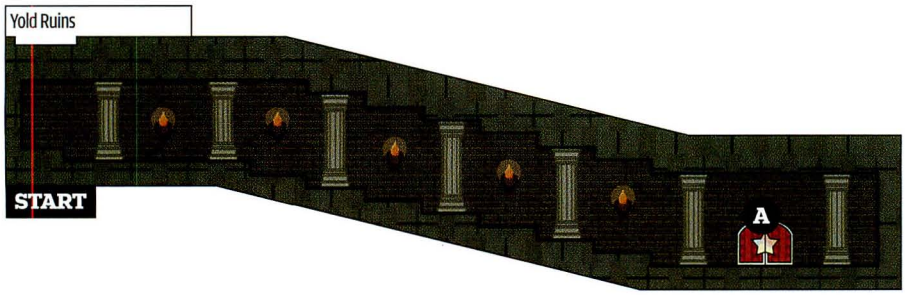
9 Remember the instructions you just read on the pillar. Go stand on top of the blue pillar and press the Minus and 1 Buttons at the same time.

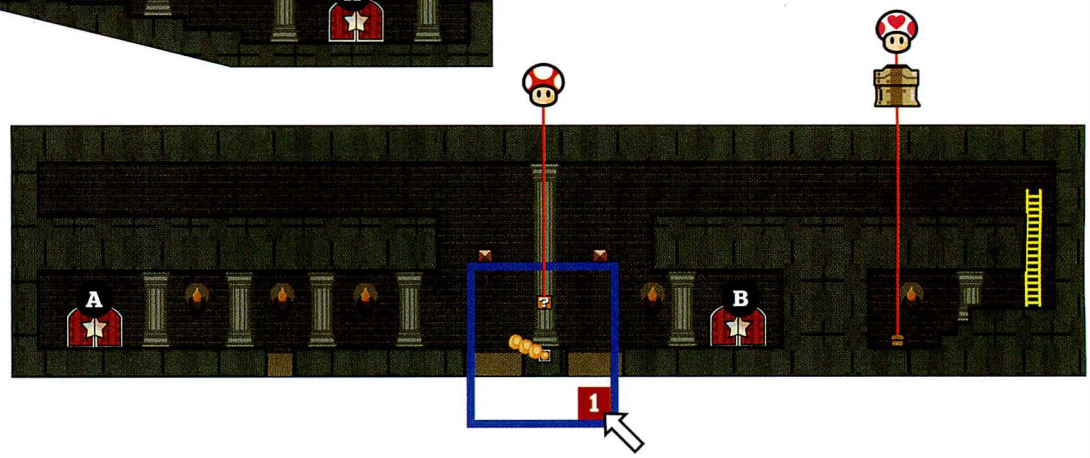


CHAPTER 1-4

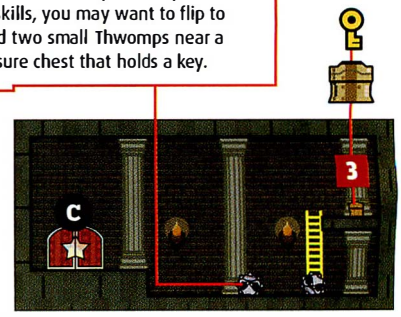
Monster of the Ruins

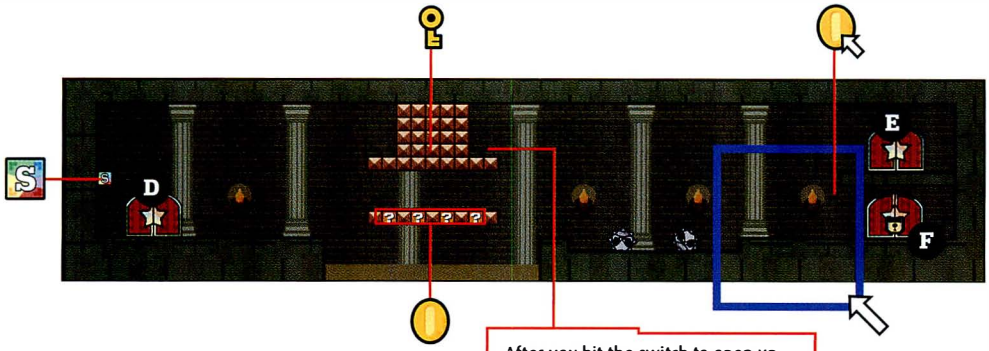
Phew! You've left the harsh desert conditions of Yold. Now you need to escape from a dungeon.



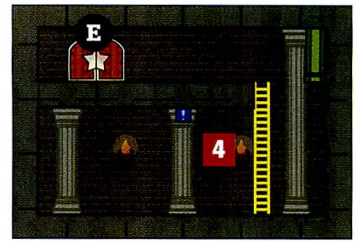


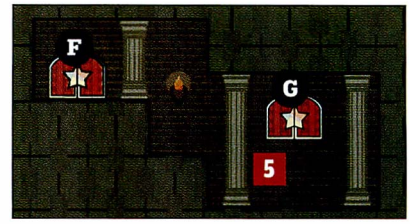
If you don't trust your 2-D platforming skills, you may want to flip to avoid two small Thwomps near a treasure chest that holds a key.

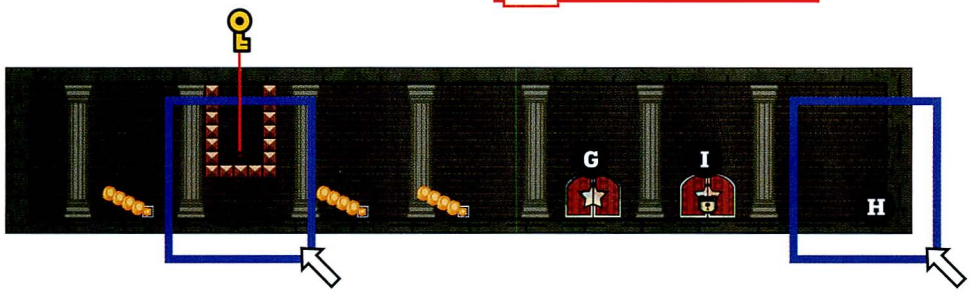


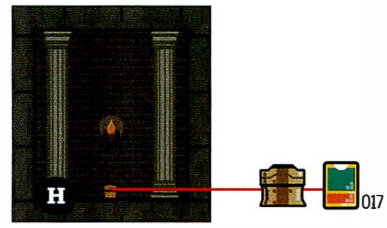


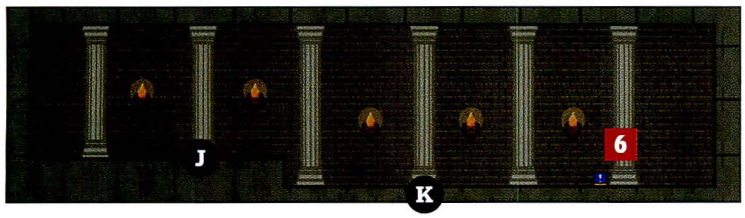
After you hit the switch to open up these blocks, stand on a solid block and use Thoreau to reach a key.

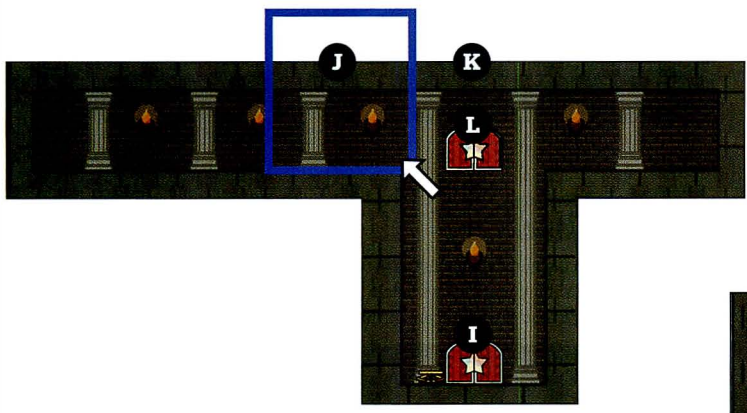


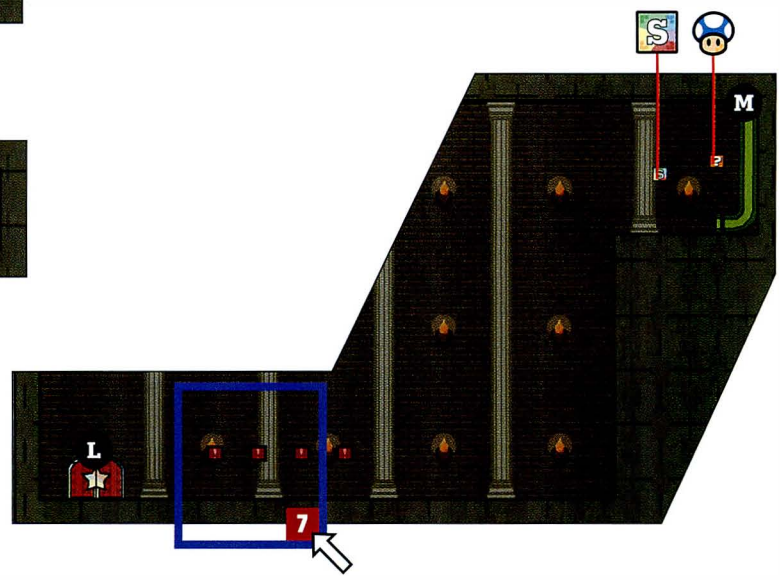


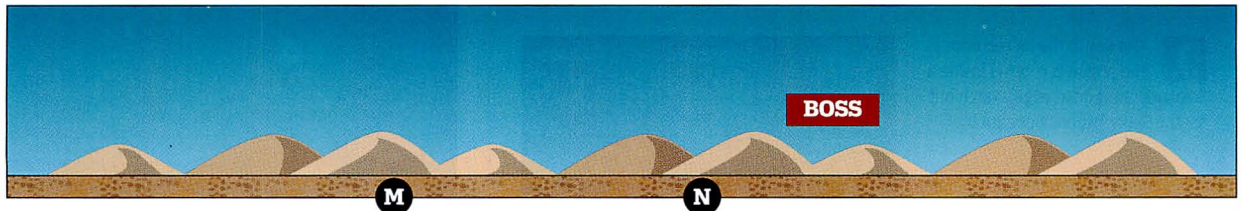












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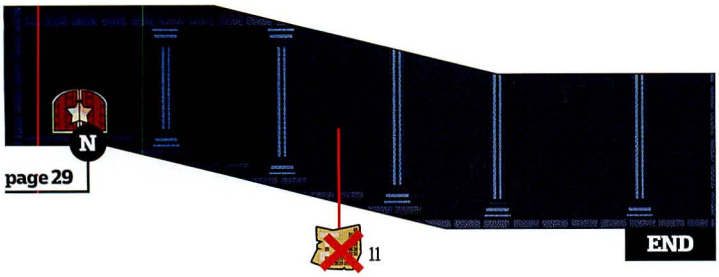


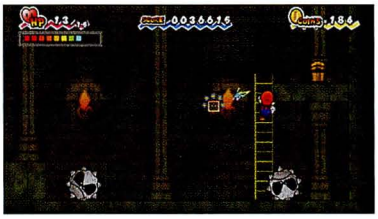
1 FLIP TIP

Hit the ? Block to release a mushroom, then jump to grab it before it sinks into the sand. If you're afraid of the rotating rows of flame, flip into 3-D and you'll see just how flat flame can be.

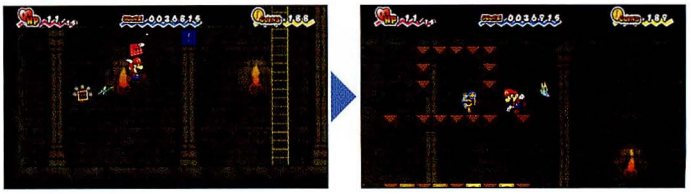
2 FLIP TIP

Proceed past the locked door to the door near the ceiling. If you flip to 3-D, you'll see that two Flip Blocks are visible. Hit them to make them appear in 2-D, then flip back to 2-D yourself to use the blocks as a platform to enter the door.

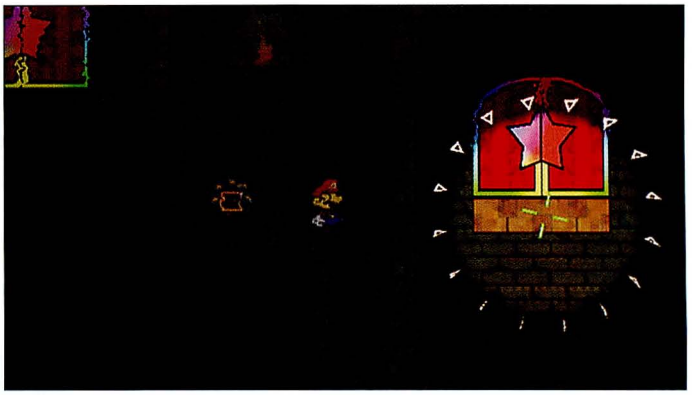
3 The key to the locked door in the previous room is inside a treasure chest on a ledge. Watch out for the Spiky Tromps beneath it.



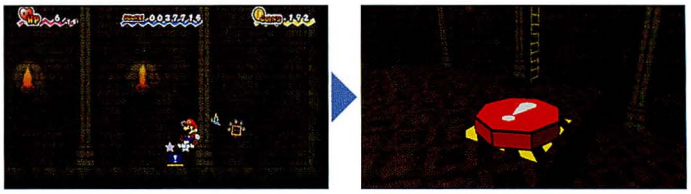
4 Don't think of the Squiglets dropping from the pipe as an annoyance—think of them as ammunition! Grab one using Thoreau and toss it at the blue ! Block on the ceiling to gain access to the key in the previous room.



5 Door G, like door C, appears to be inaccessible, but this time you just need to let Tippi work her hidden-object-identification magic on the platform beneath the door. Simply point the Wii remote at the area under the door then press the A Button.



6 Flip to 3-D at point J on the map—you'll see a ladder you can climb to an area with a blue ! Switch. Hit that switch to reveal a large red switch and release Spiky Tromps. Step on the red switch to dump the Tromps into the pit below a door.



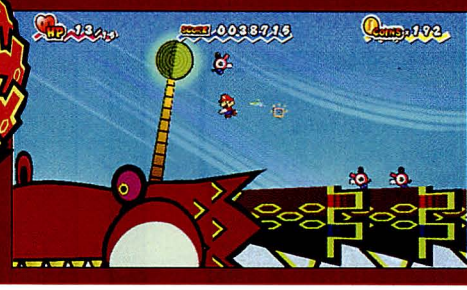
7 FLIP TIP

Flip so you can see the numbers on the sides of the ! Blocks, then hit them in the indicated order to create a staircase to a Save Block, a Super Shroom, and a warp pipe. Use the shroom, save the game, then drop down the pipe.

BOSS Fracktail

Fracktail is a friendly sentient security system until Dimentio puts the whammy on him. He's easy enough to avoid until the time is right to flip into 3-D and jump onto his back—when he moves horizontally across the screen in 2-D.

Jump on Fracktail's back in 3-D then flip back to 2-D and proceed to the robotic dragon's head. Use Thoreau to grab an enemy, jump, then toss the enemy at the ball on Fracktail's head.



After you hit the ball three times, Fracktail will perform a loop-the-loop. When you reach the end of his tail, jump so you can land on his head. Repeat the enemy-tossing process three times to defeat the boss.

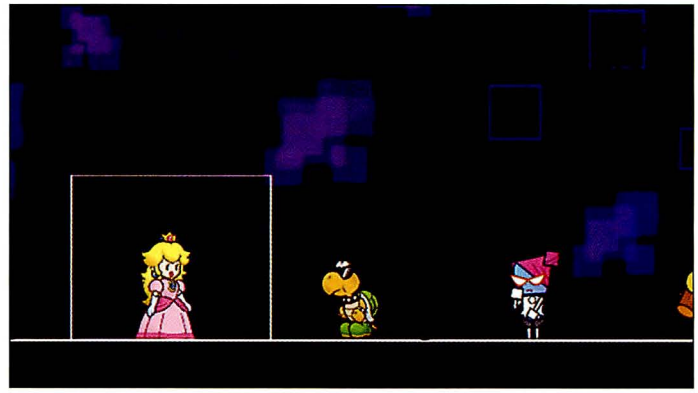
Peach Escapes!

Peach-Black

Surprise! You'll take control of Princess Peach during a brief interlude in a dark castle. Talk to the bewildered Koopas wandering around and follow their lead—even when it seems like they're headed for trouble.

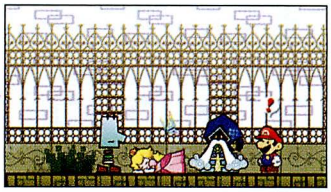
A Cliffhanger Beginning

Keep moving down and left until you reach a door. From there go down and to the left until you reach another door. Enter the door and head left until you're trapped at the edge of a drawbridge. When your situation looks grim, something wonderful will happen.



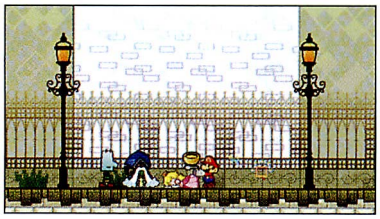
Heart Pillar 2

1 As a general rule, the first thing you do after picking up a Pure Heart is find Merlon in Flipside. When you chat with him after returning from Lineland, a Flipside citizen will interrupt you with news of Princess Peach's arrival. Head up to the third floor to get the scoop on the damsel's status.



2 Peach appears to be undamaged, but she'll need some soup to regain consciousness. Pick up a Fire Burst at Howzit's shop on the second floor—if you don't already have one—and head to Sweet Smiles on the first floor so Saffron can whip you up some Spicy Soup for you.

3 Take the soup up to Peach and feed it to her to wake her up. Then head back to Merlon's pad.



Then There Were Two

After the obligatory meeting at Merlon's house, Peach will join your party as a playable character. She can't flip to 3-D like Mario, but she has other charms: Her umbrella allows her to float long distances and weather attacks that would harm other characters. All in all, she's a handy girl to have around—despite the fact that she has no nose.

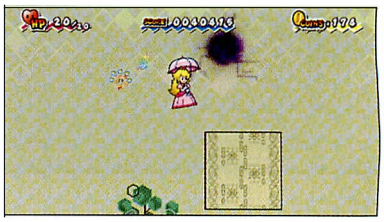
4 FLIP TIP

Flip to 3-D just outside Merlon's house, then use the key Merlon just gave you to unlock the gate. Remain in 3-D, take the path to the Flipside Outskirts, then jump down the warp pipe.

5 FLIP TIP

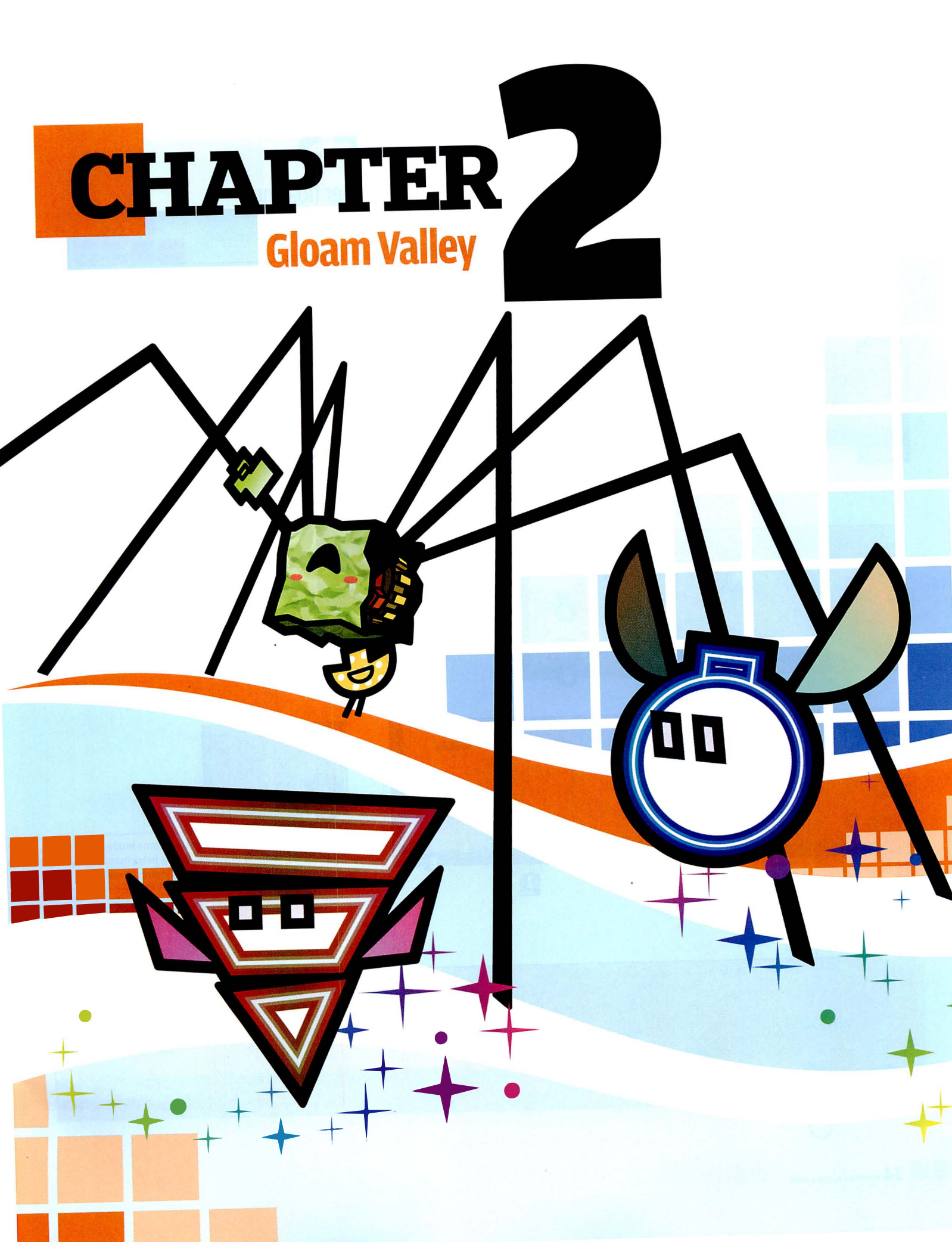
On Flipside Outskirts's first floor, head right then flip again so you spot a red arrow that points to another narrow 3-D path. Follow the path to a new area, then head left to a sign. Flip again then climb to the top of the big block.

6 Switch to Peach in the Characters menu, then float from platform to platform until you reach the Heart Pillar. Press the Control Pad as indicated to deposit your prize.



CHAPTER 2

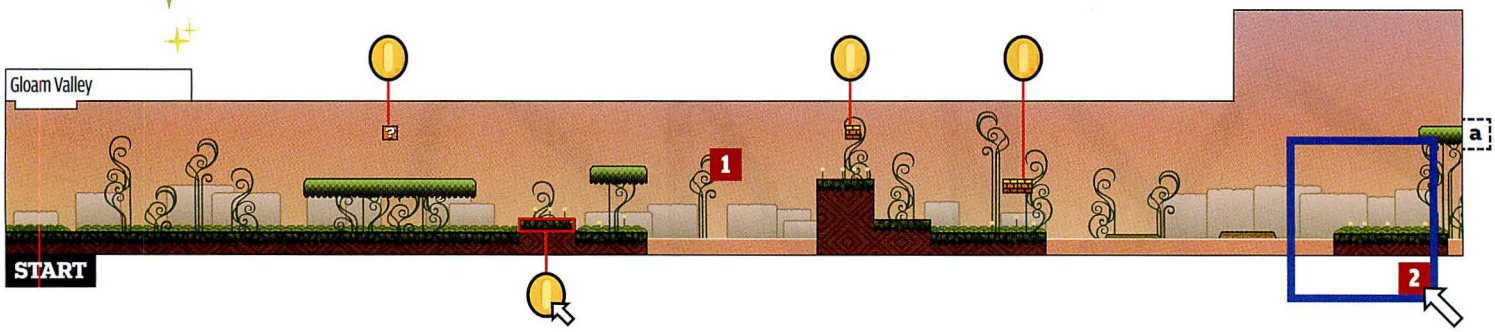
Gloam Valley

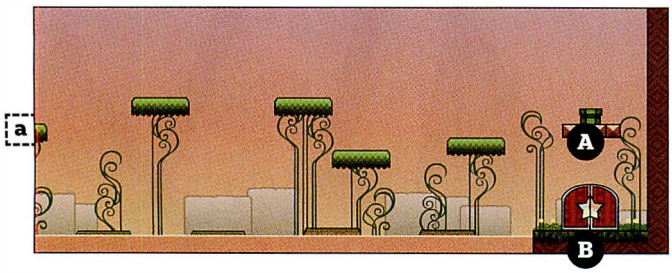


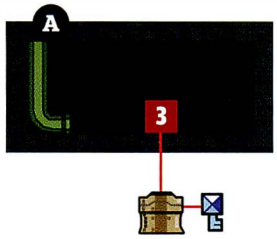
CHAPTER 2-1

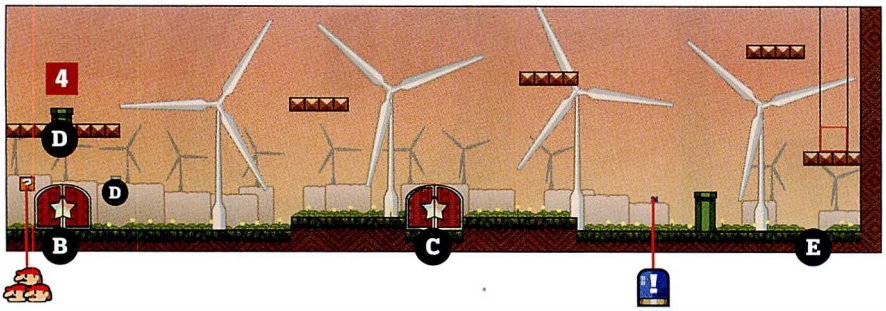
Bogging to Merlee's

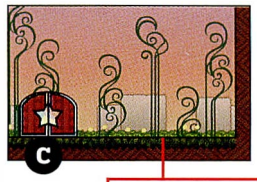
'Staches are so Chapter 1. It's all about Peach and her floating ability in the platform-filled Gloam Valley.



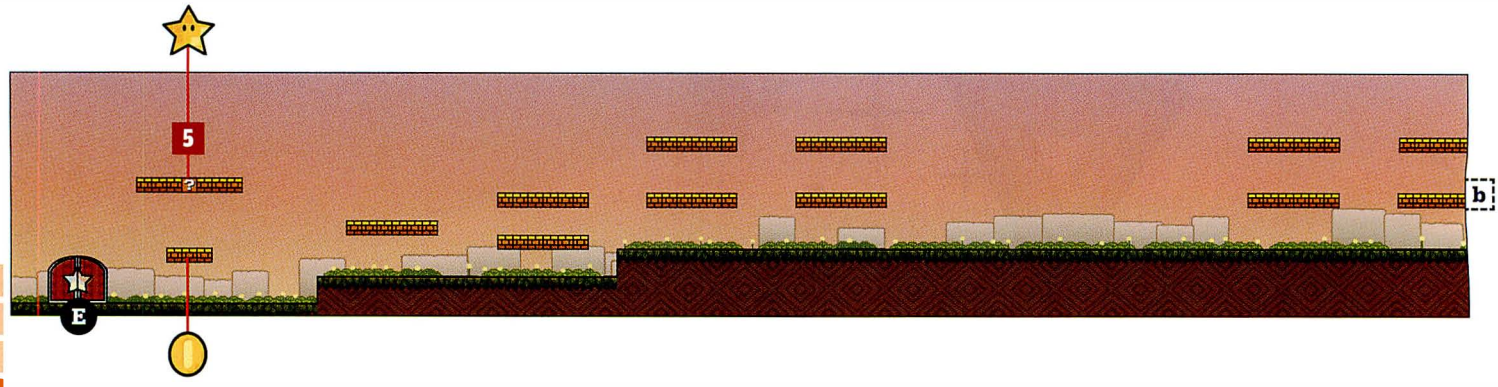


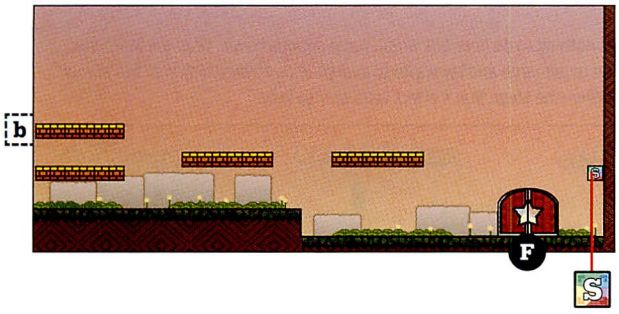


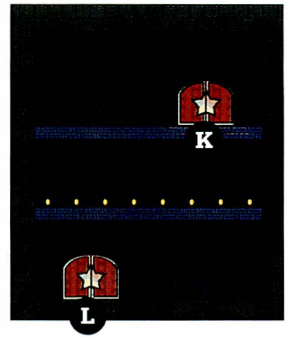


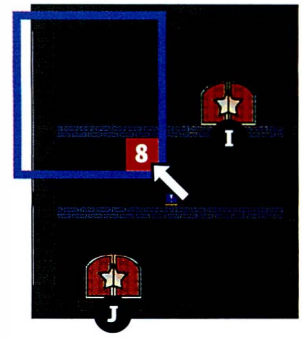


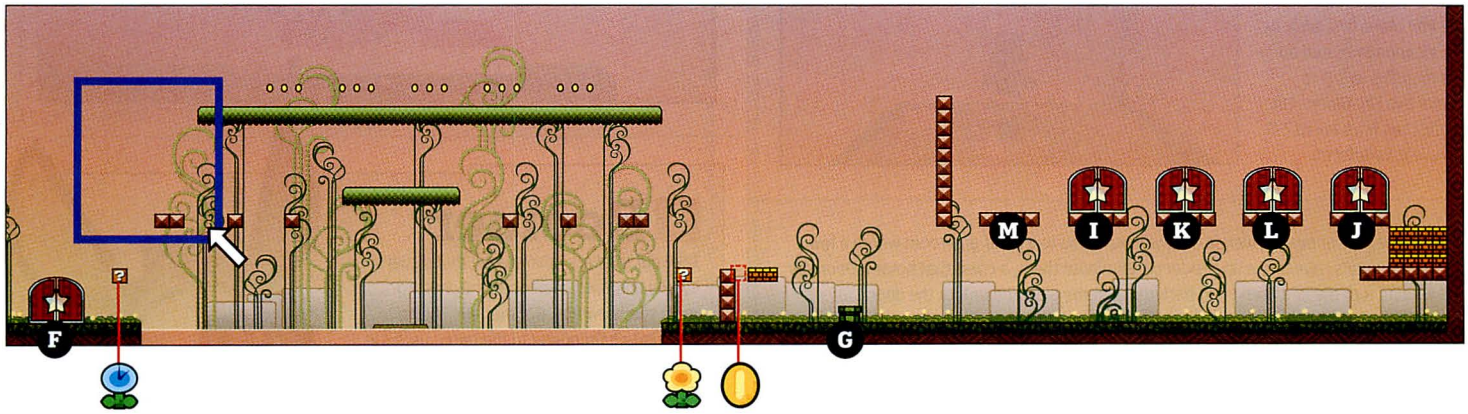
A loner named Lock has some inside info pertaining to Merlee, but he hates mustaches, so he'll share it only with Princess Peach.

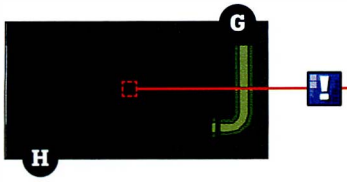




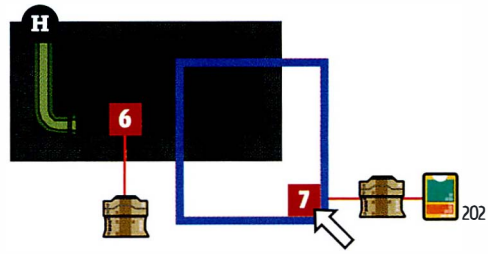




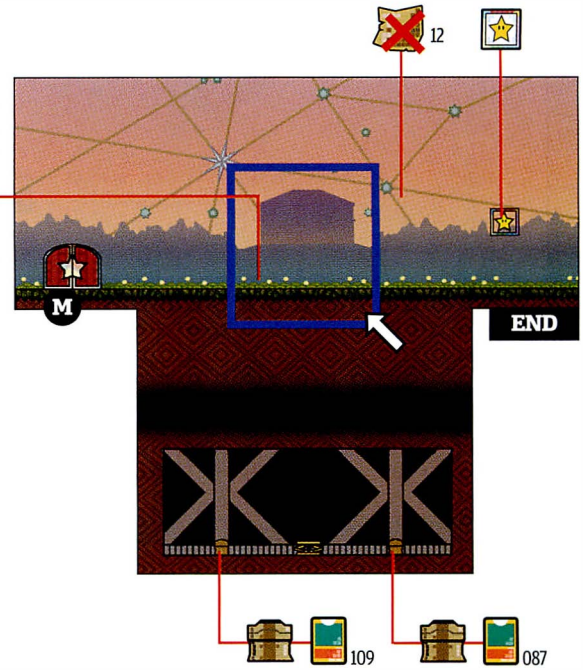




Point the Wii remote at the screen to locate the invisible blue ! Block, then smack it from underneath to open a pipe to the next area.



Before you hit the Star Block to end the chapter, flip to 3-D to reveal a secret pit. Drop into it and collect a Shlurp card and a Swooper card.

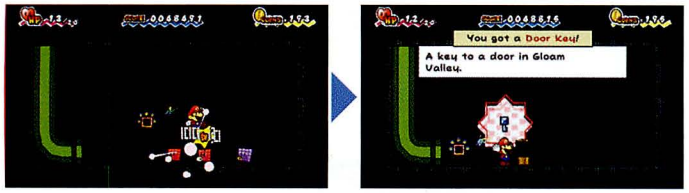


1 Switching between Mario and Princess Peach is often necessary to overcome an obstacle. Early in Gloam Valley, for instance, you'll reach a gap that's too big for Mario's chops. Use Peach's floating ability to cross the chasm with ease.

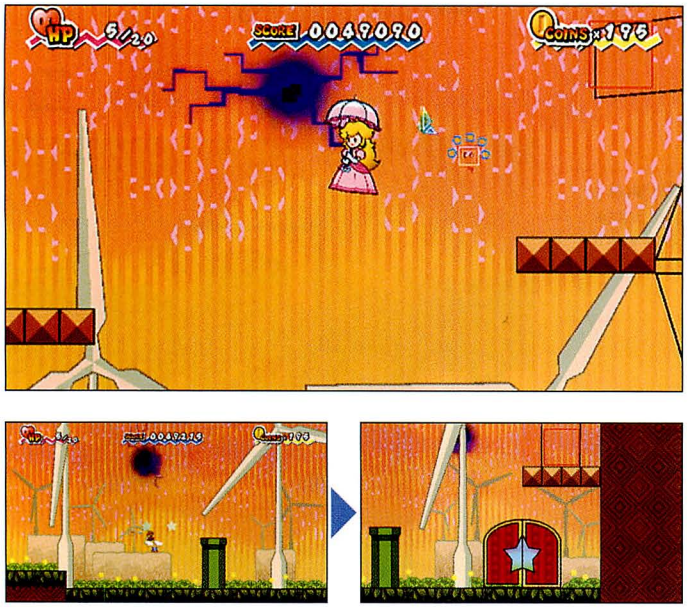
2 FLIP TIP

You'll need to take the high road to reach the pipe at the end of the first area. At the location indicated on the map, flip to 3-D to reveal two Flip Blocks. Hit them, then flip back to 2-D to reveal a platform.

3 The pipe above the locked door will warp you to a dead-end room where a few Squiglets have taken up residence. Eliminate them; a chest that holds a Door Key will appear. Nab the key, then head back through the pipe and unlock the door.



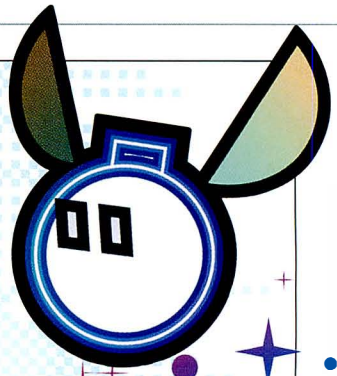
4 Only Princess Peach can get you through the next area. Go to the far right to access the upper platforms, then head back left, avoiding Paratroopas, to reach a pipe in the sky. It will warp you into the background of the same area. Follow the horizon to find a blue ! Switch, which will reveal a new door in the foreground.



5 There's nothing to do here but wreak some serious havoc. Grab the Mega Star early on to get large and lay waste to everyone and everything that lies in your path. Move quickly—the Mega Star's effect lasts only so long.

6 Boomer

Take out the pesky Growmeba that's guarding the chamber, then open the chest to meet your new Pixl, Boomer. He'll bring some major firepower to the party, useful in both solving puzzles and destroying enemies. You can lay only one bomb at a time with Boomer, but you can detonate that bomb at any time by pressing the 1 Button—a useful tactic when attacking.



7 FLIP TIP

Boomer's first job is to blow a hole in the wall near where you found him. In 2-D view, bomb the crack in the wall. Then flip to 3-D to enter the secret chamber. You'll find a Watchitt card in the chest.

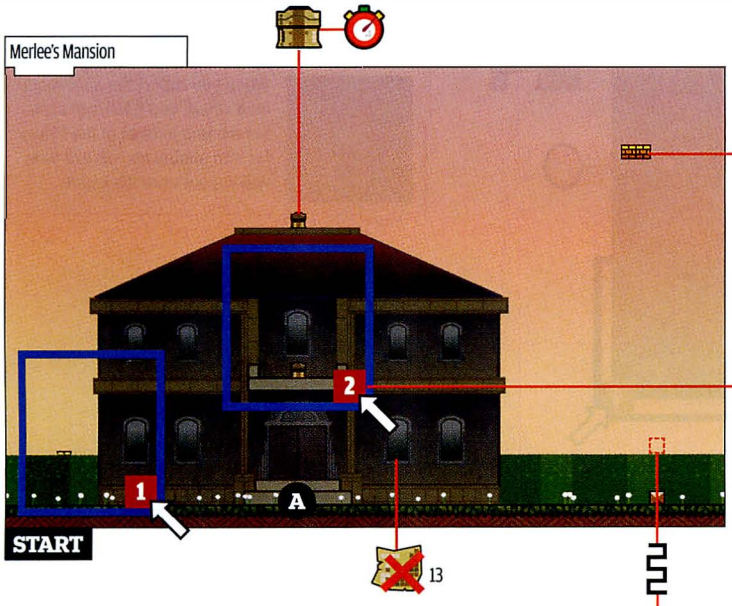
8 FLIP TIP

Enter the door marked I and flip to 3-D—you'll see four bombable blocks on the ground. Use Boomer, then drop to the next level and hit the blue ! Switch to make door M appear.

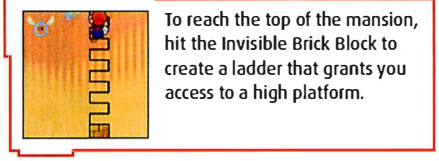
CHAPTER 2-2

Tricks, Treats, Traps

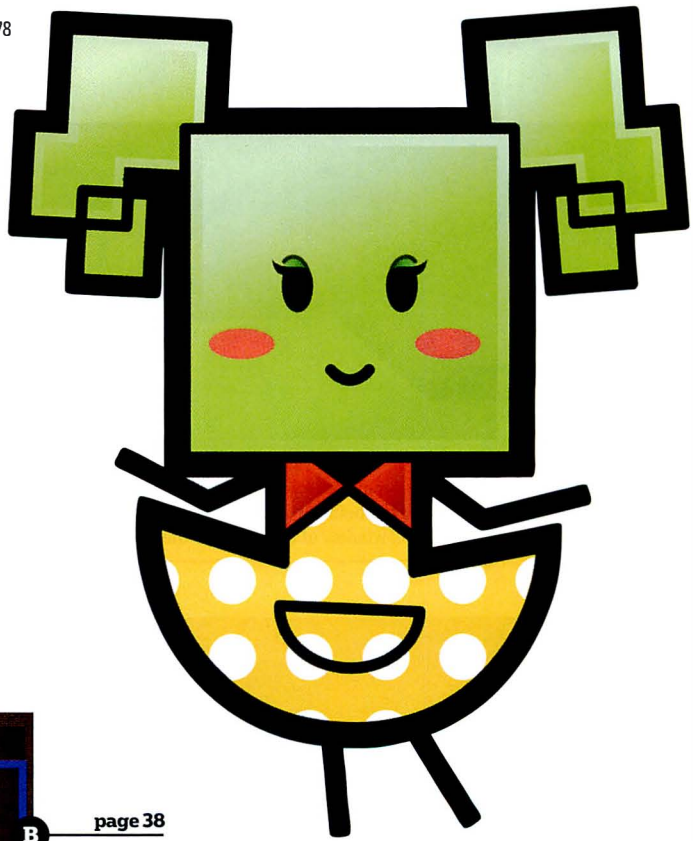
You've reached Merlee's Mansion, but something's missing: Merlee. Explore every nook and cranny to find answers.



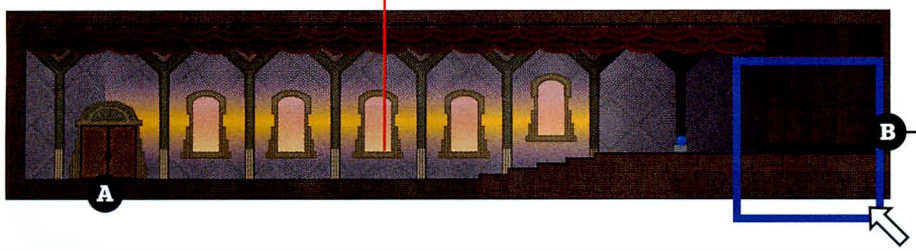
On your way up the ladder, be sure not to break the blocks. Instead, use them to reach the mansion's roof and collect a Stop Watch.



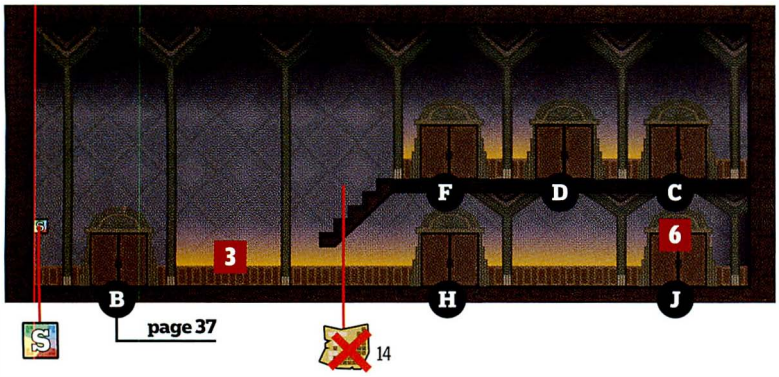
To reach the top of the mansion, hit the Invisible Brick Block to create a ladder that grants you access to a high platform.

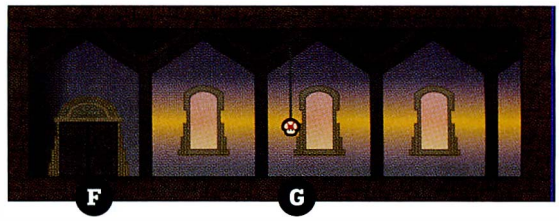


The Gnips in the opening hall won't hurt you, but they will expel you from the mansion. Use Thoreau to throw them out of your way and clear a path.

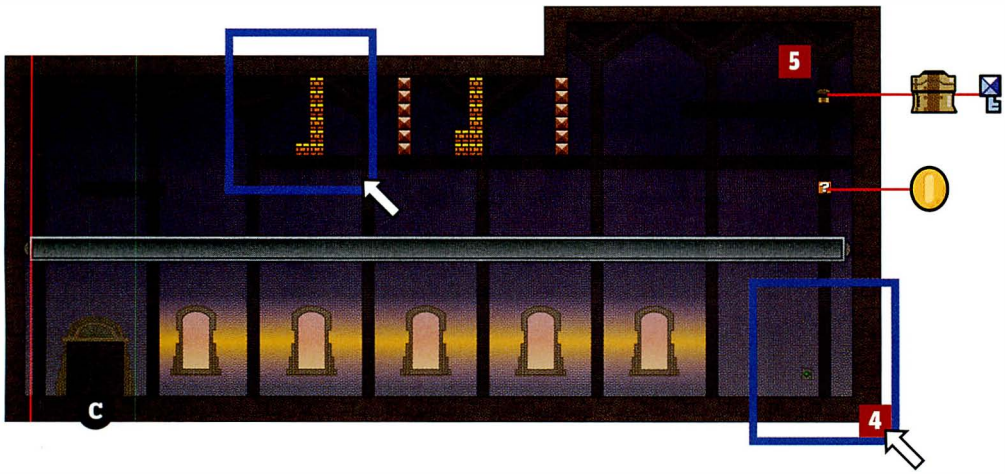


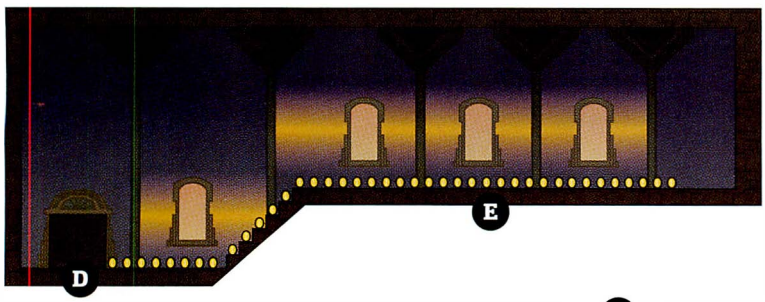
page 38



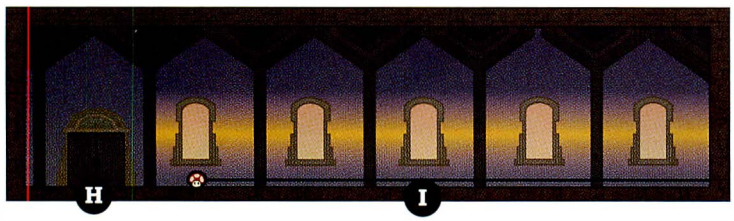


When you collect the Mushroom on a string, you'll fall into a pit. Set a bomb in front of the Shlurp for it to gobble up—an exit pipe will appear once it's kaput.

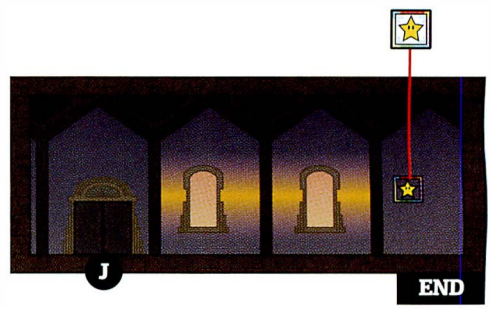




To escape this pit, set a bomb on the red ! Switch then move left before it detonates. You'll have only a small window of time to enter the pipe.



Rid the room of Boos by turning your back then jumping on them before they disappear. A bomb on the red ! Switch will raise the pipe.

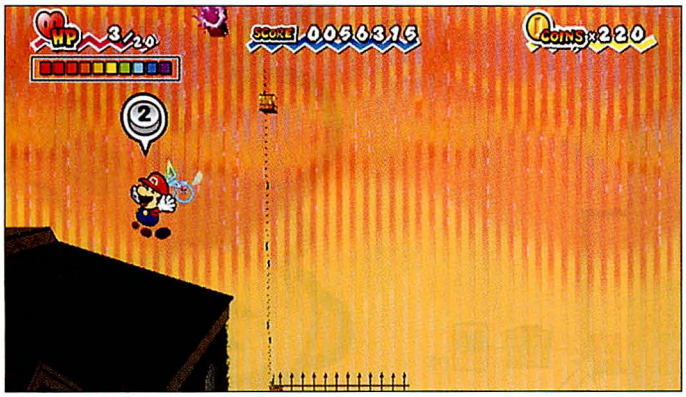


1 FLIP TIP

Outside the mansion, you'll notice something yellow peeking over a hedge. Flip to 3-D and enter the opening in the hedge to discover a Coin Block.

2 FLIP TIP

Once you reach the mansion's roof (using the tips on page 37), flip to 3-D near the chest—you'll find yourself in midair and about to fall. Jump slightly to the left to reach a balcony, and collect the Cursya card from the chest.

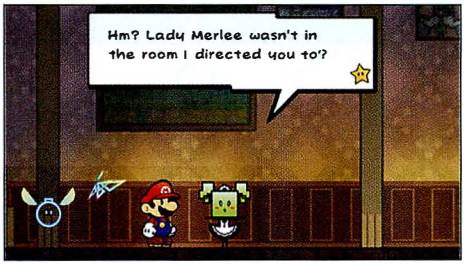


3 Save near the door, then talk to Merlee's handmaid, Mimi. She'll tell you to go to the second floor to see Merlee. Door C leads to the House Key, but feel free to explore the other trap-filled rooms to earn some extra loot.

4 FLIP TIP

Hit the green switch at the end of the hallway; spikes will start to lower from the ceiling. Don't panic! When the spikes get close, simply flip to 3-D, then hop on top of the spikes for a free ride to the rafters.

5 Once you've found your way to the rafters, you'll need to use your noggin to reach the chest. Keep Boomer handy, and flip often between 2-D and 3-D to find your way across and get the House Key.



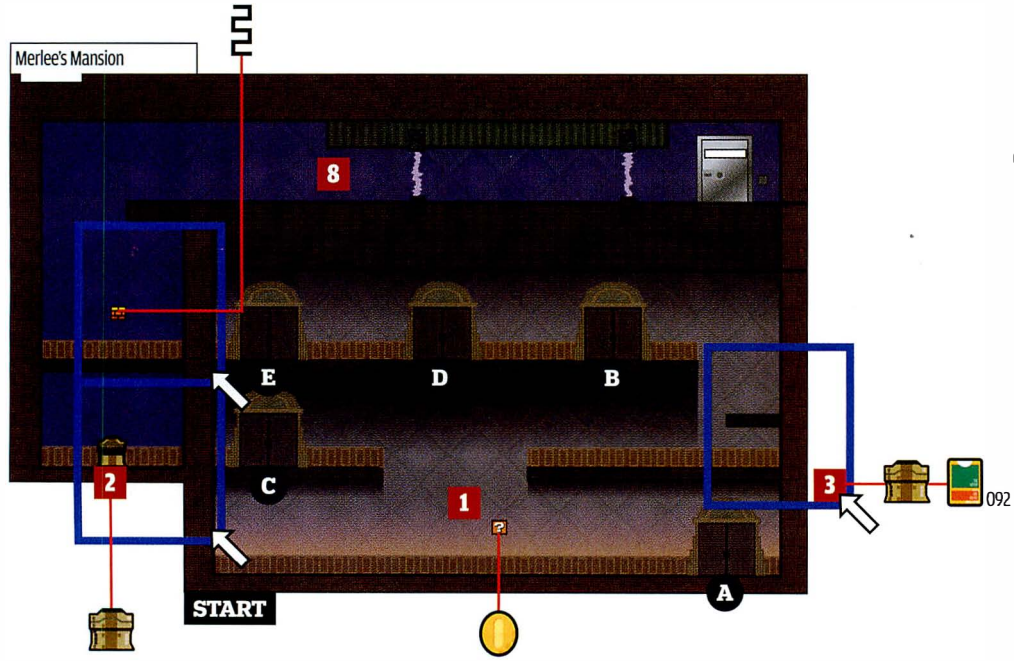
With the House Key in your possession, head back to the beginning of the chapter to speak with Mimi—she'll continue to play dumb about the mysterious goings-on in the mansion.

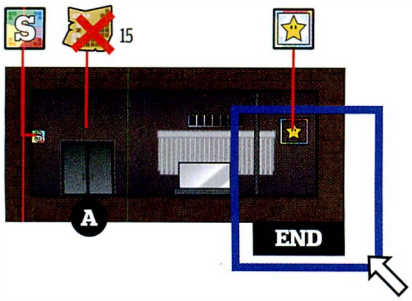
6 The giant dog guarding the locked door is a Gnaw. Now that you have the House Key, wait for the Gnaw to turn its back, then flip to 3-D and make a dash for the door. Use the House Key to unlock the door and free the Gnaw, who will go straight after Mimi. Enter the door to end the chapter.

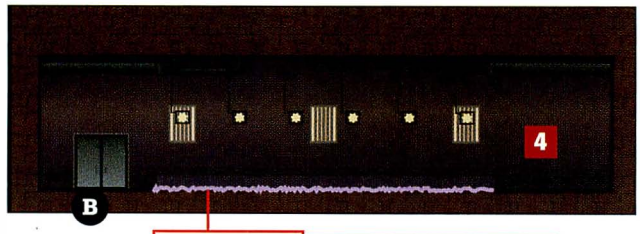
CHAPTER 2-3

Breaking the Bank

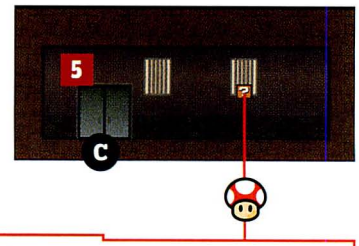
Finding yourself with a monster debt, you'll need to join the mansion's studly staff and work your way to freedom.



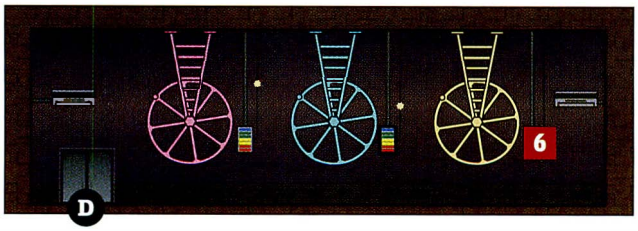


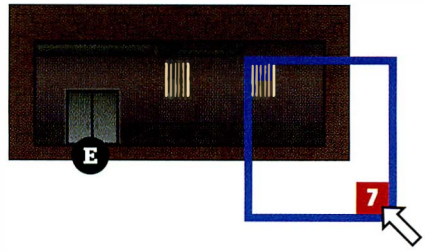


Watch out for the motivational sparks in the generator room—they'll damage you while you work. Flip to 3-D to avoid them.

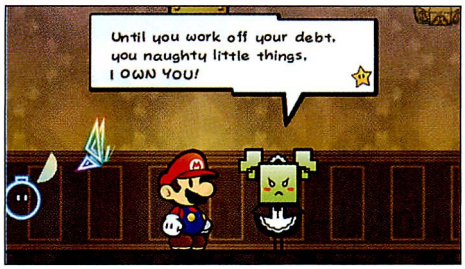


This block yields unlimited Mushrooms, but it doesn't come free. Pay the warden 10 rubees for a quick pick-me-up.





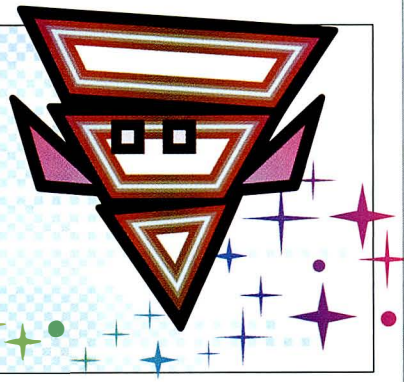
1 At the start of the chapter, you'll see a vase suspiciously located on a block. You can't proceed until you break the vase, at which point Mimi will put you to work to pay off your debt of 1 million rubees. Time to get to work!



You can always stop by Rubee Savings and Loan through door A. Aside from saving your game, there's nothing of importance to do there until you've actually got a million rubees—but telling Mimi you love her is worth a laugh.

2 Slim

Use Princess Peach to cross the chasm, then have Mario flip to 3-D to reveal a secret room where you'll meet Slim, a Pixl with the power to make Mario or Peach paper-thin. Not only does this ability allow you to squeeze through tight spaces, but it renders you invisible (and invincible) when you're standing still.

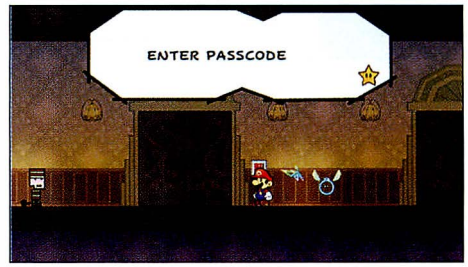


3 FLIP TIP

On the area's second level (opposite from the chest that contained Slim), flip to 3-D to reveal a chunk of destructible bricks in the wall. Bomb the bricks and enter the hidden chamber, where you'll find a Boo card.

4 It's time to start working off your debt. Head to the generator room and speak to the warden to join his work force, then start hitting the generator blocks like the other worker drones. (Work in 3-D to avoid damage from the motivational sparks.) When you've reached 100 hits, see the warden to cash out your rubees.

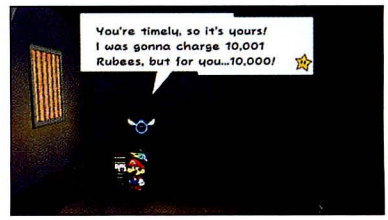
5 Once you've earned 100 rubees in the generator room, head to the room on the floor below and speak with Conn, the worker near the door. Pay him the 100 rubees he asks for; in return he'll give you the code 5963. Go up one level and enter the code in the white panel next to door D to unlock the VIP generator room.



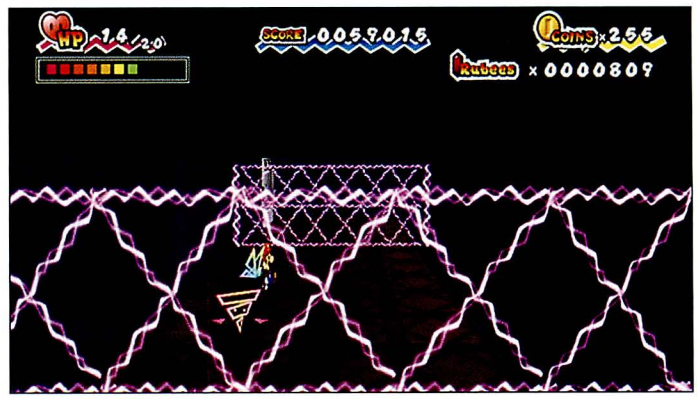
6 Your next goal requires 10,000 rubees, which you can earn in the VIP generator room. Speak with the warden, then hop into the gerbil wheel and start running! You'll need to spin the wheel for almost six minutes (seriously) to earn the 10 large—when you're finished, speak with the warden to collect your paycheck.

7 FLIP TIP

With the 10 grand in hand, go through door E and flip—you'll see a fellow named Stock hanging out in the third dimension. Pay him 10,000 rubees; he'll reward you with the pass code 41262816. Score!

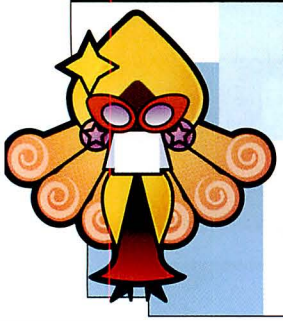


8 Just outside door E, flip to 3-D to find a Brick Block behind the wall. Hit the block to produce a ladder, then climb to the mansion's next level, where you'll need to call upon your new Pixl. Wait until the electrified barrier is moving toward you, then use Slim and stay still—the barrier will pass without inflicting damage.



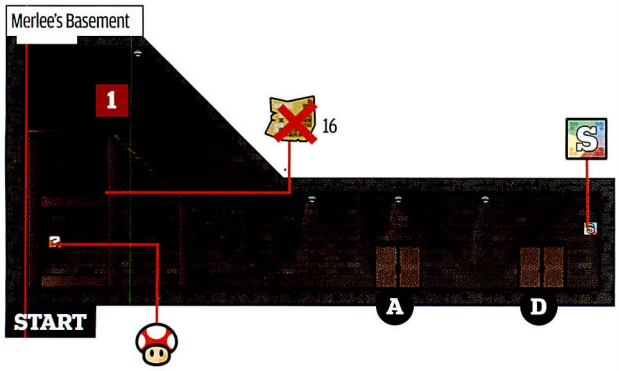
After entering the pass code to collect 1 million rubees and paying off your debt to Mimi, flip to 3-D and use Slim to slip through the bars and reach the Star Block.

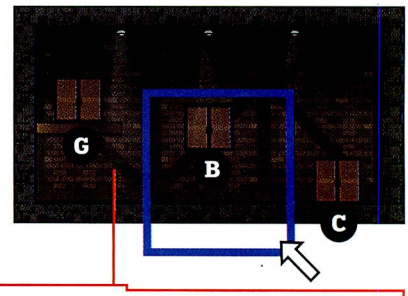
CHAPTER 2-4



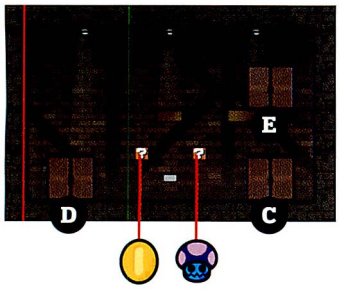
The Basement Face-Off

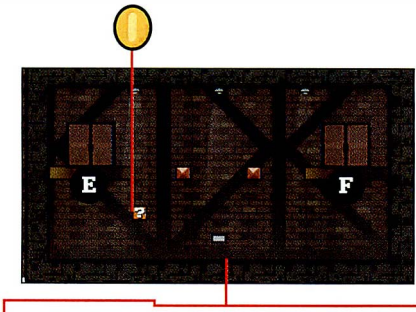
Don't count Mimi out just because she exploded—you'll face her true form in the mansion's mazelike basement.



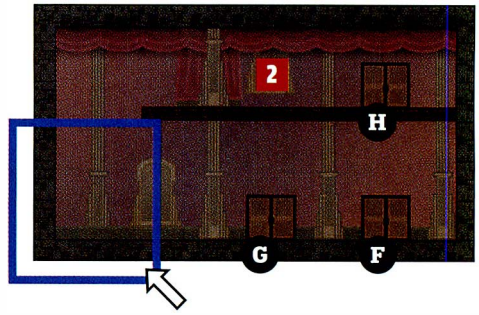


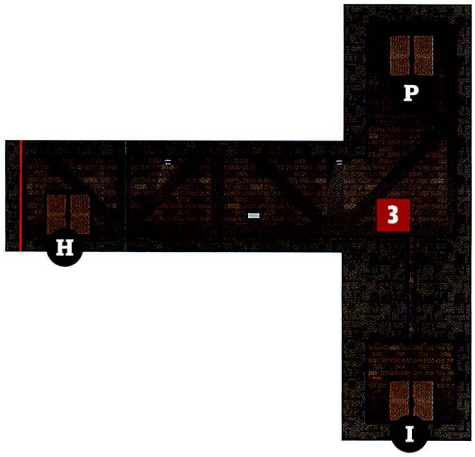
The Growmeba inhabiting room 03 will clone itself over and over again. Keep an eye on the original, and bounce on it once it gets low enough.

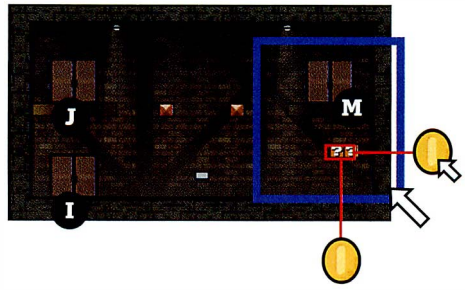


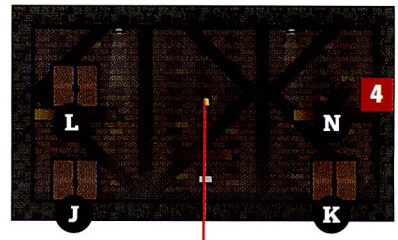


You'll find a Mister I inhabiting room 04. Flip to 3-D, then run circles around it while avoiding its laser. After a couple of laps, the foe will simply self-destruct.

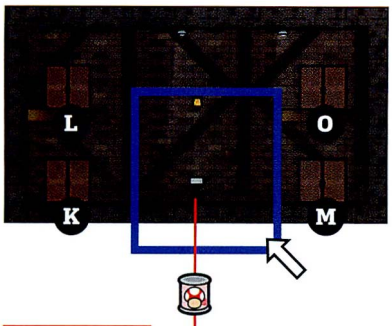




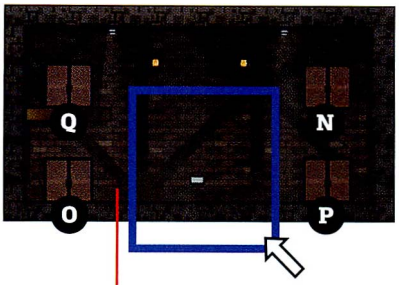




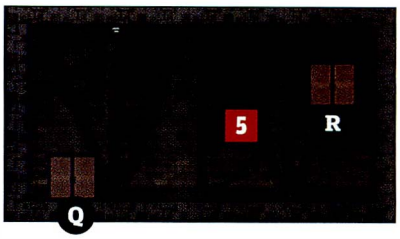
You can defeat the Boo in room 07, but you'll still have to deal with the fire-spitting lamp. You can't destroy it, so avoid the fireballs on your way through.

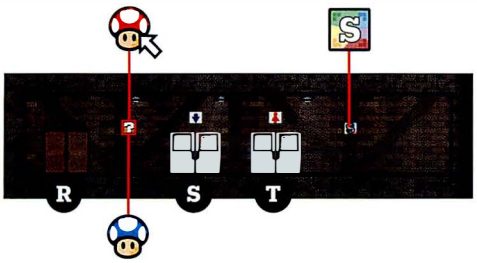


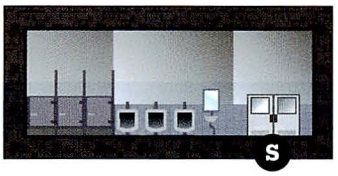
In room 08, bomb the crack in the wall then flip to 3-D to enter the secret cavern—a free Shroom Shake awaits you!

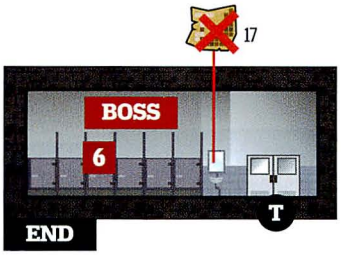


To reach door Q, flip to 3-D and hit the Flip Blocks. Watch out for enemies and inter-dimensional fire-spitting lamps.



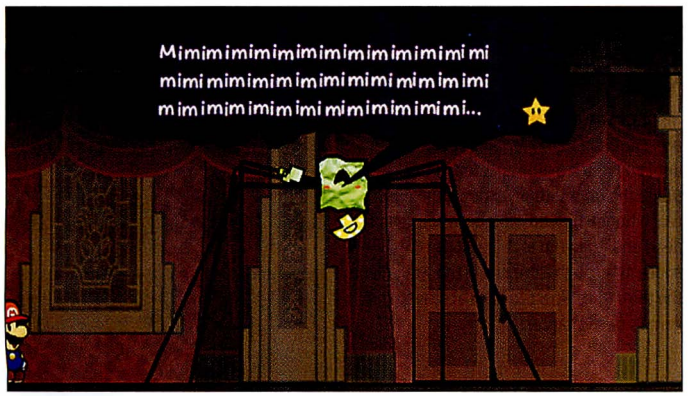






1 When you begin the chapter, an apparition of Merlee will explain that the real Merlee is hiding somewhere in the basement. Your goal is to find her, but beware—Mimi has many tricks up her sleeve.

2 After some clever flipping, you'll reach an upper level—only to be greeted by a Merlee imposter. It doesn't really matter how you answer her questions; she'll eventually admit to being Mimi, then transform into a giant spider. You can't fight her now, so flip to avoid her, then head through door H.



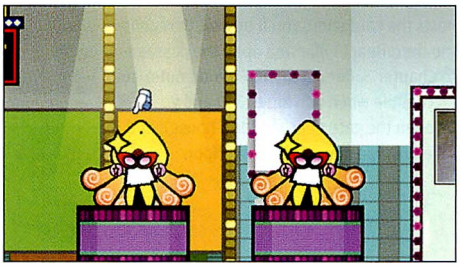
Once Mimi reveals her true form, she'll chase you throughout the basement. You have only a few seconds in each area before she appears, so make haste!

3 In room 05, use the Pixl Slim to become paper-thin, then drop through the small opening in the floor to reach door I.

4 You'll need to act quickly to avoid room 07's never-ending fireballs. Use Boomer to bomb the crack in the wall, then flip to 3-D and enter the hallway—you'll find door N at the end of it.

5 Before attempting to take out the Atomic Boo, use Tippi's pointing power to reveal a hidden staircase. Once the staircase is visible, use it to get enough height to bounce on the Boo. When it's gone, enter door R for the showdown with Mimi.

6 Save your game, then enter door T and open the fourth stall. You'll be thrown into a game show on which you have to identify the true Merlee. She's been hiding in a toilet, so choose the Merlee that has a fly buzzing around her head.



BOSS Mimi

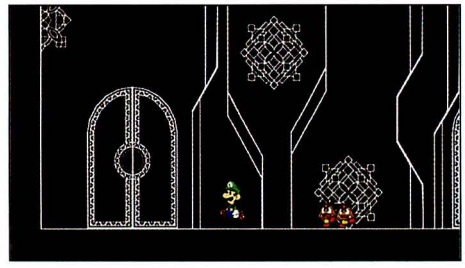
Though Mimi is big and scary-looking in her spider form, defeating her is fairly easy. Wait for Mimi to throw a rubee your way, then use Thoreau to pick it up and throw it back at her. Repeat this process until all of her spider legs are gone, making sure to dodge her various rubee attacks to avoid damage.

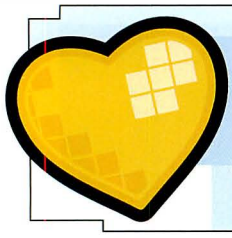
Each time you damage Mimi, she'll counter with an unstoppable wave of rubees. To avoid it, simply flip to 3-D just as the wave is about to hit you.

Luigi Makes a Run for It

A Thwarted Escape

After you defeat Mimi, the story will switch gears and give you a glimpse of Luigi's situation in Castle Bleck. Follow the Goombas until you reach a dead end, at which time Mimi and her minions will show up and take Luigi back into custody. What will become of our green, mustachioed hero?





Heart Pillar 3

1 Having Boomer and Slim in your Pixl arsenal opens up a number of possibilities back in Flipside. In addition to having access to a new portion of town that hosts the card shop, you'll be able to reach the third Heart Pillar and open the passage to Chapter 3. Return to the Flipside outskirts (accessible when you flip to 3-D and go through the gate near Merlon's house), and take the pipe down to the first floor.

2 When you arrive at the first floor, fall down the first gap you reach—there's a secret chamber containing treasure. Continue to the far end of the first floor until you reach a pipe covered in bricks. Bomb the bricks, then go down the pipe to reach floor B1. Head right until you reach a dead end, then flip to 3-D and use Slim to squeeze through a crevice in the wall. Place the third Pure Heart to earn access to the game's third chapter.

CHAPTER 3

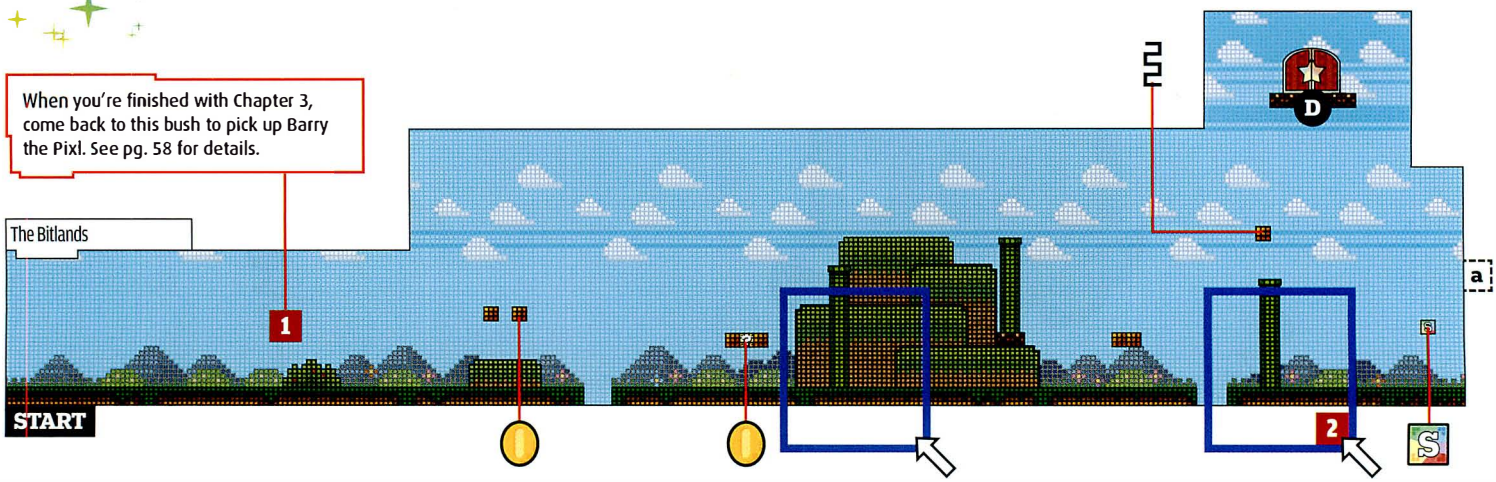
The Bitlands

CHAPTER 3-1

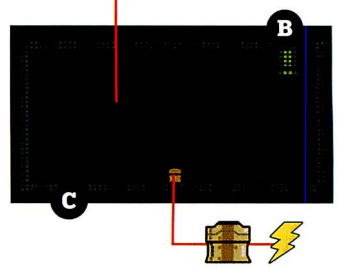
When Geeks Attack

Tippi has been a good friend for many minutes of gameplay, but a misguided geek is about to jeopardize your beautiful friendship.

When you're finished with Chapter 3, come back to this bush to pick up Barry the Pixl. See pg. 58 for details.

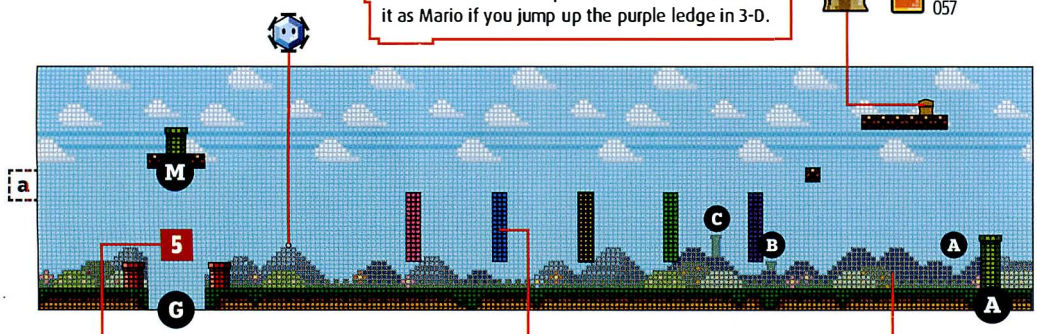


You must destroy the original Blomeba in this room to make pipe C appear.



You can float to this treasure chest as Peach if you start from the door-D platform. You can also reach it as Mario if you jump up the purple ledge in 3-D.

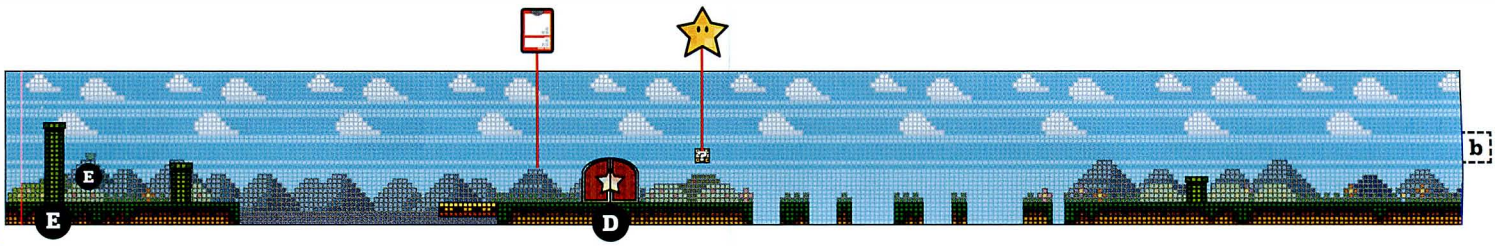
057

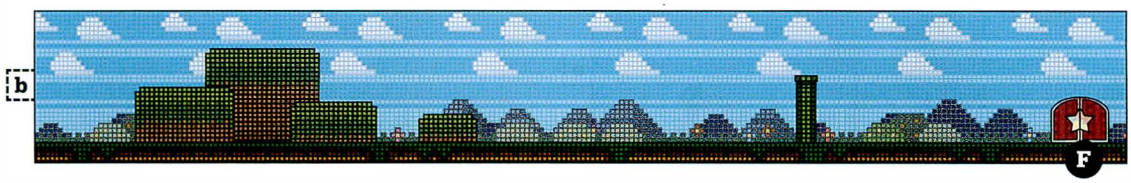


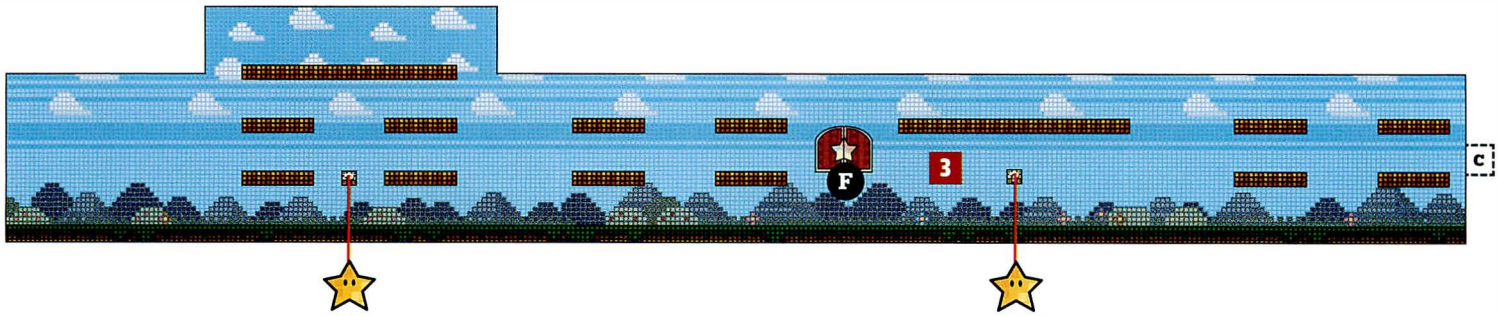
You can jump down here and bypass pipes A and M, but you'll miss out on an awesome Mega Star-fueled battle.

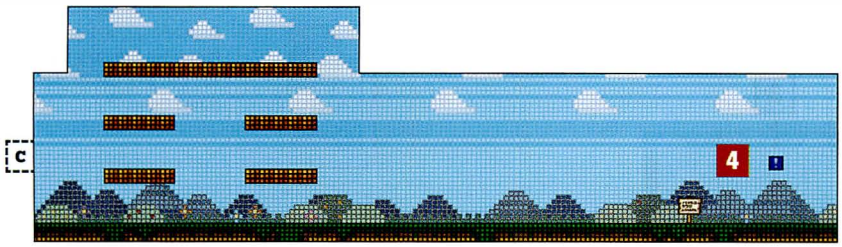
18

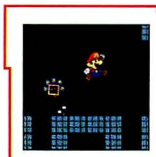
Whatever you do, don't touch the Back Cursya—it will send you back to Flipside. Use Boomer on it instead.



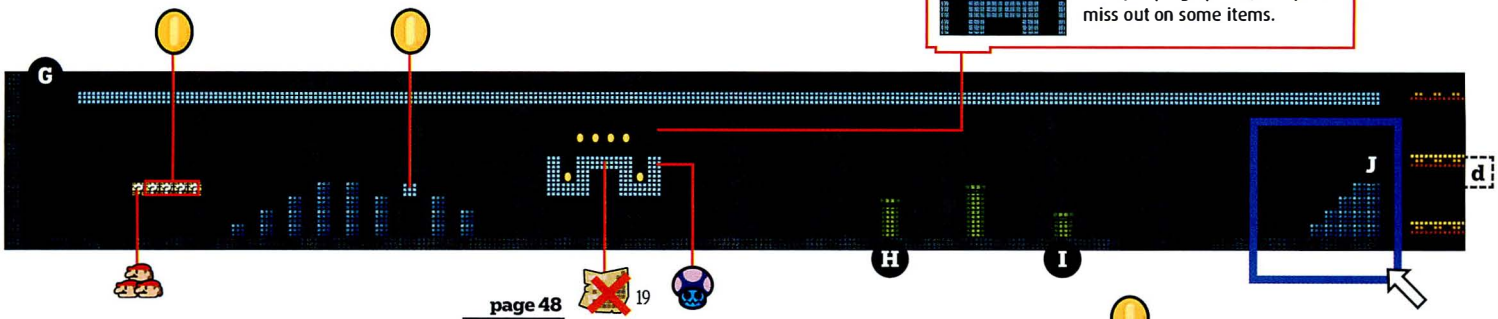


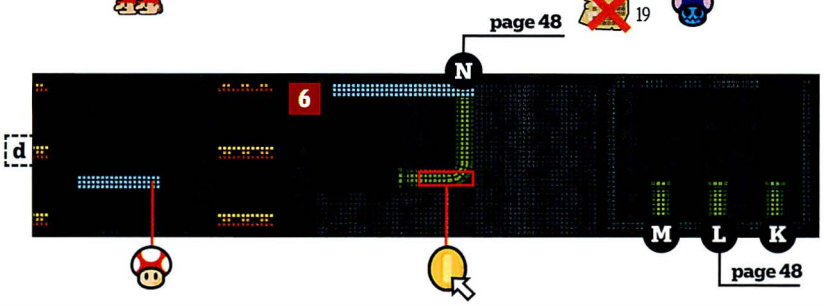


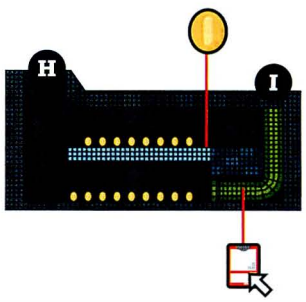


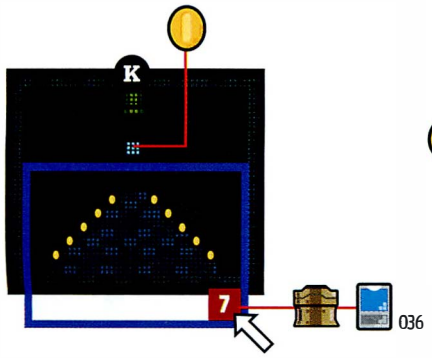


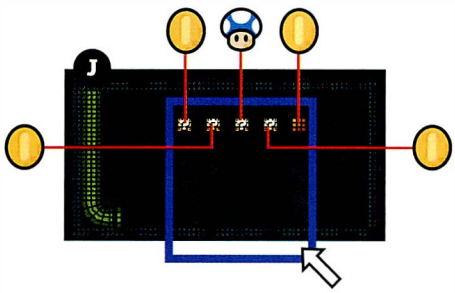
You can take the high road by busting a few blocks of the platform that overhangs the room, then jumping up to it, but you'll miss out on some items.

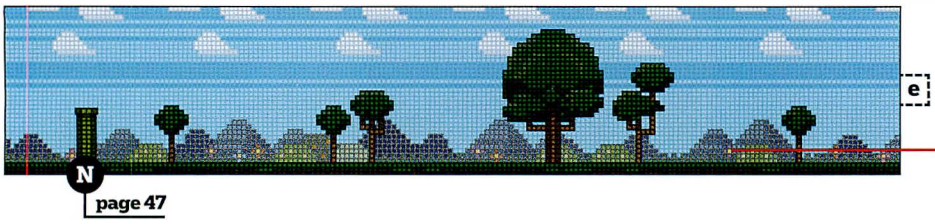




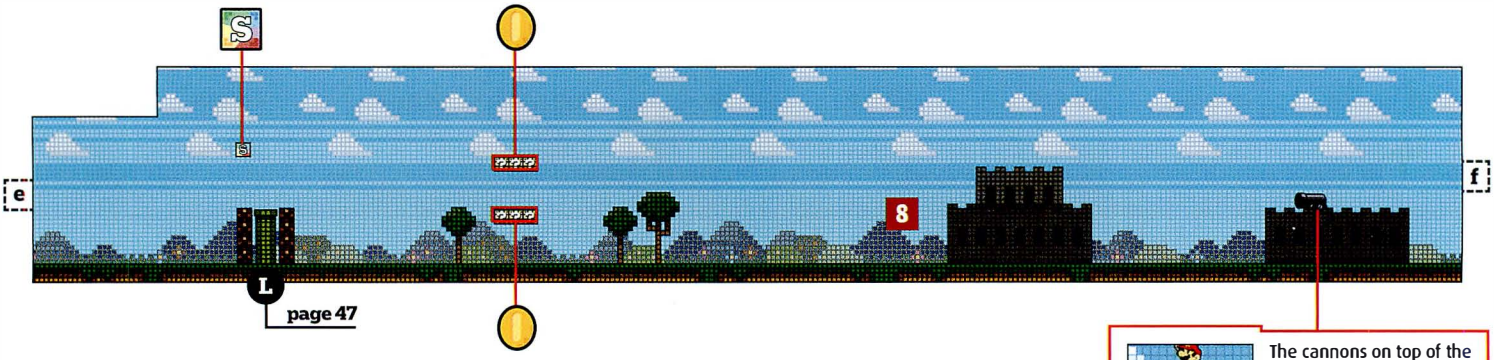




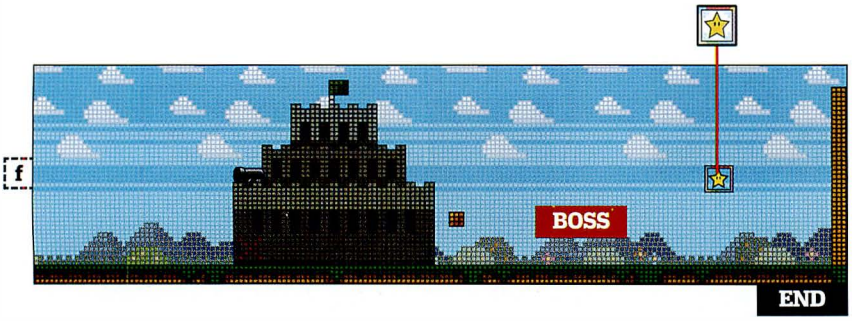




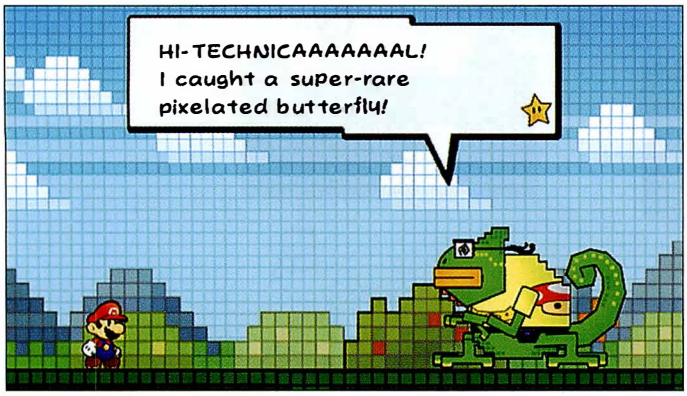
Watch out for the big hole in the ground here when you're flipped to 3-D. It doesn't lead to another area.



The cannons on top of the fortresses fire Bullet Bills. You can pick them up and throw them.



1 You won't get very far in Chapter 3 before a big, reptilian nerd ruins your day. Francis will jump out and capture Tippi—leaving you without her services for the rest of the chapter.

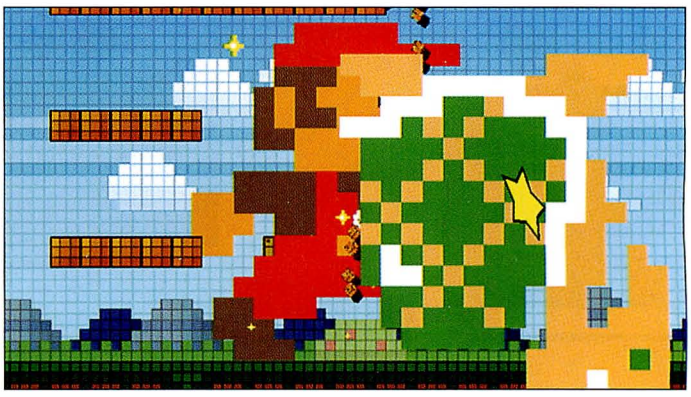


Barry the Pixl will make an appearance shortly after Tippi's kidnapping. Listen carefuly to his tips for getting through Chapter 3.

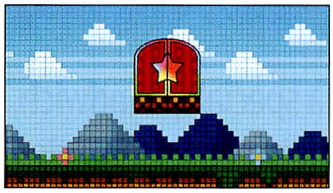
2 FLIP TIP

Flip to 3-D then hit the Flip Block so it appears in 2-D. You can use the block to jump to the top of the pipe. Bump the block atop the pipe to make a ladder snake up to door D.

3 There's nothing more dangerous than a panicked Koopa. One little minion will turn into a great-big minion with the help of a Mega Star. Your only hope is to grab a Mega Star yourself. There's one to the left in a ? Block.



4 A sign displays a very important message for you. Why they wrote it backwards, we have no idea. Once you get the gist of it, hit the blue ! Block to create a platform under door F.



5 Normally, you shouldn't jump into a pit, but whoever wrote that backwards sign was onto something. Instead of dying, you'll land in an item-rich underground area.

6 Ride the last moving platform until you can jump to the platform near the ceiling. Go right until you drop into a room that contains three pipes.

7 FLIP TIP

After you collect the coins, flip to access the treasure chest behind the stairs.

8 Evade or defeat the footy-obsessed Koopa Strikers and other Bowser minions on your way to the main castle. Place a bomb next to the crack that has a big red X on it to blast Bowser's battlements to kingdom come.

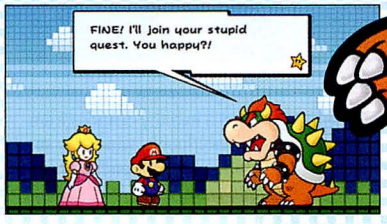
BOSS Bowser

Seems like a familiar battle, doesn't it? Unlike previous man-vs-Koopa King confrontations, however, this fight will be quick and easy. Keep your distance from ol' spikeback and drop Boomer in your wake to do your dirty work. It'll take only a few blasts to make Bowser throw in the towel.

Bowser's fire breath—a weapon you'll put to good use very soon when he becomes a playable character—also detonates Boomer on contact. Drop your explosive buddy whenever it looks like Bowser is ready to belch flame.

Bowser Joins the Party!

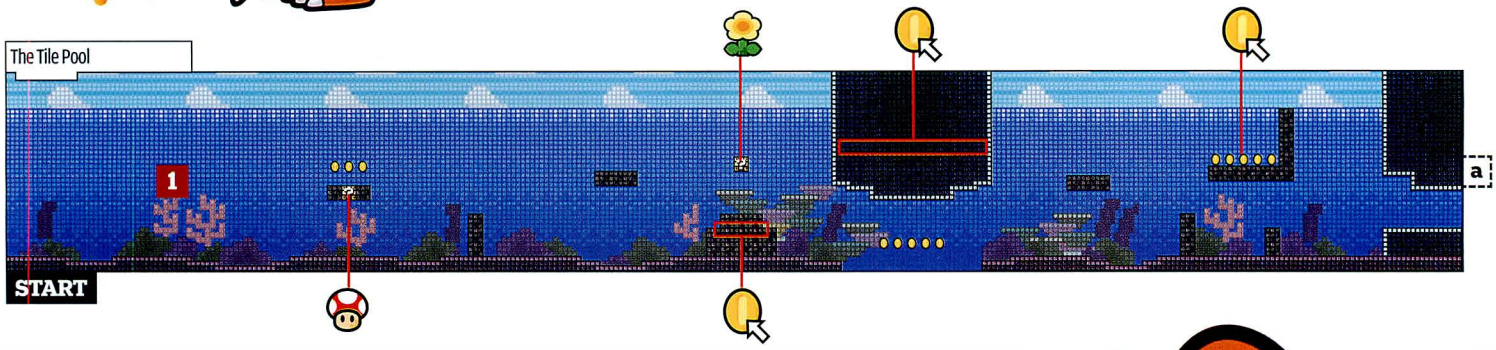
Bowser and his usual arch-enemy suddenly have a mutual goal: defeating the mysterious Count Bleck. The bad boy of the Mushroom Kingdom is slow, but his powerful attacks—fire breath and a potent stomping ability—come in handy.

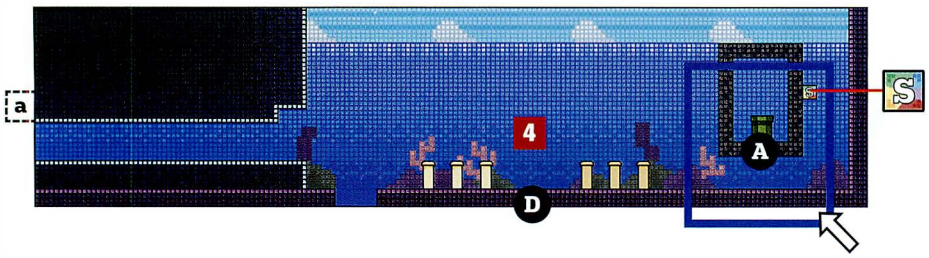


CHAPTER 3-2

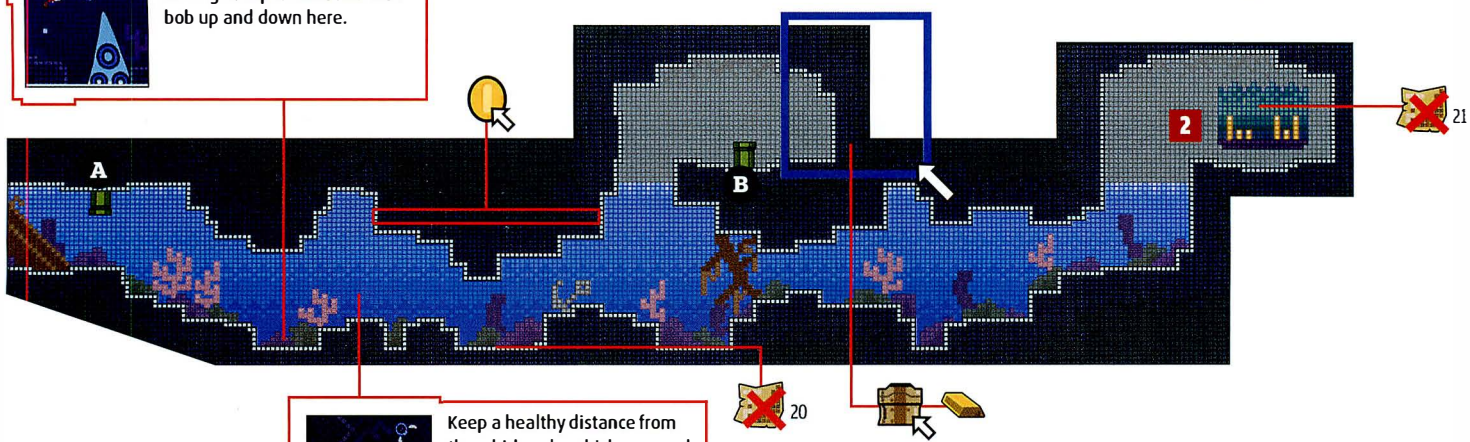
Bloops Ahoy

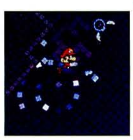
Big Blooper sounds like a specialty sandwich, but you'll be the one sandwiched between its tentacles.





Time your movements to avoid the Big Blooper tentacles that bob up and down here.

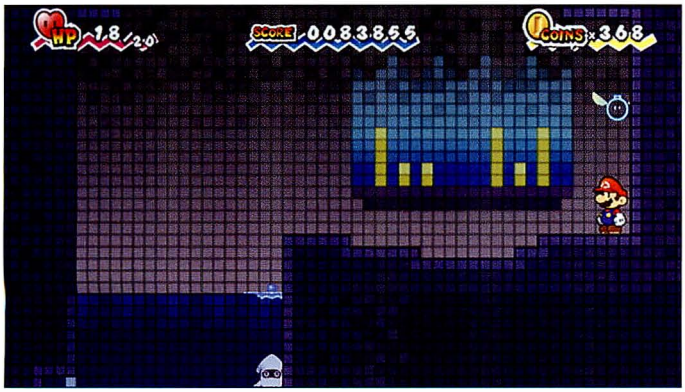




Keep a healthy distance from the whirlpools, which can send Mario and his friends spinning into walls.

1 The enemies are tough to defeat throughout this level unless you use Bowser's flame breath. The big bully moves through the water as well as any other character does, so you won't have a disadvantage in the mobility department.

2 Remember the wall mosaic showing the required pillar positions—or look at the screenshot below.



3 Thudley

Use Bowser to defeat all the enemies in the sealed chamber to make a treasure chest appear. Thudley the power-slamming Pixl is inside and ready to join your party—after asking you a few questions. Press the 1 Button to slam the post and open the exit door.

4 Return to the array of six pillars and use Thudley's heft to slam down three pillars to match the mosaic you saw earlier. A door will appear if you slam correctly.

BOSS Big Blooper

You have two basic offensive options in your battle against the Big Blooper: Use Thudley to body-slam the tentacles or use Bowser's fire breath to burn them. The fire-breath option is probably safer, but it requires more patience. Your main goal is to inflict damage to the red tentacles to end the fight quickly.

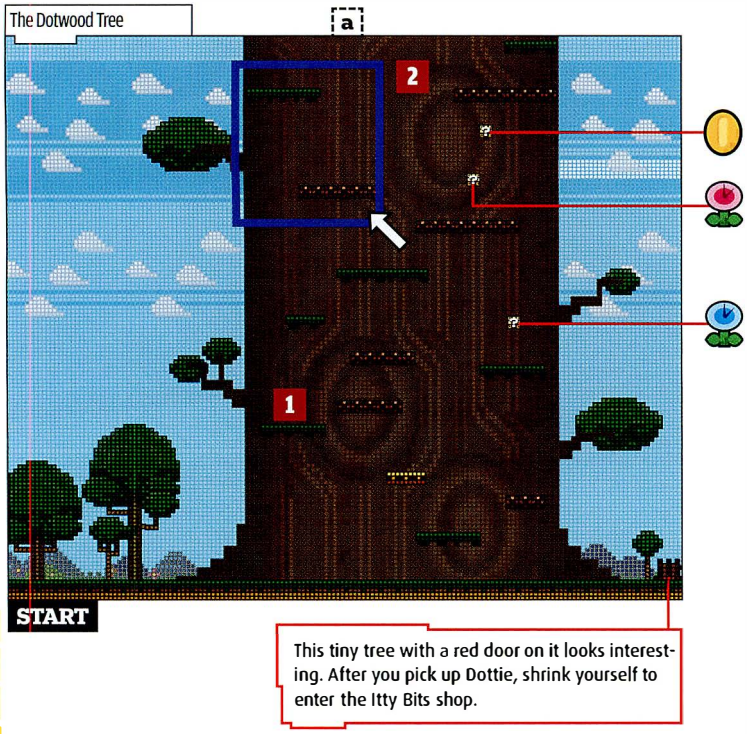
Slam or burn the blue tentacles to make the more-sensitive red tentacles bob up more frequently.

You can slam blue tentacles that are exposed along the bottom of the screen, but you'll forfeit some HP if you miss.

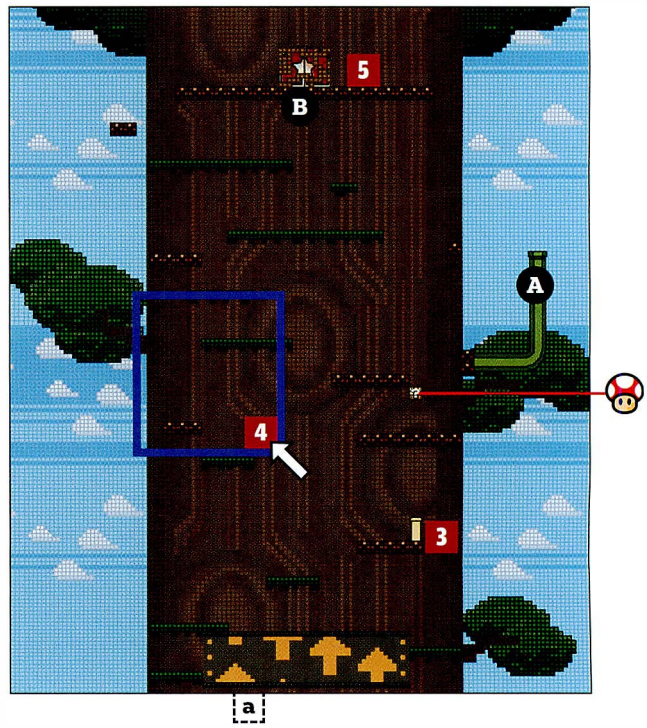
CHAPTER 3-3

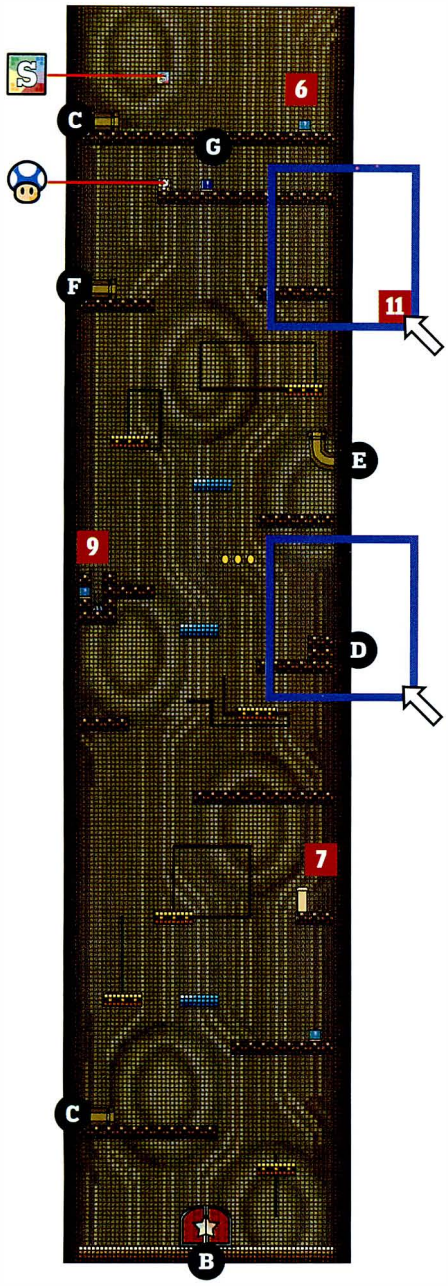
Up, Up, and a Tree

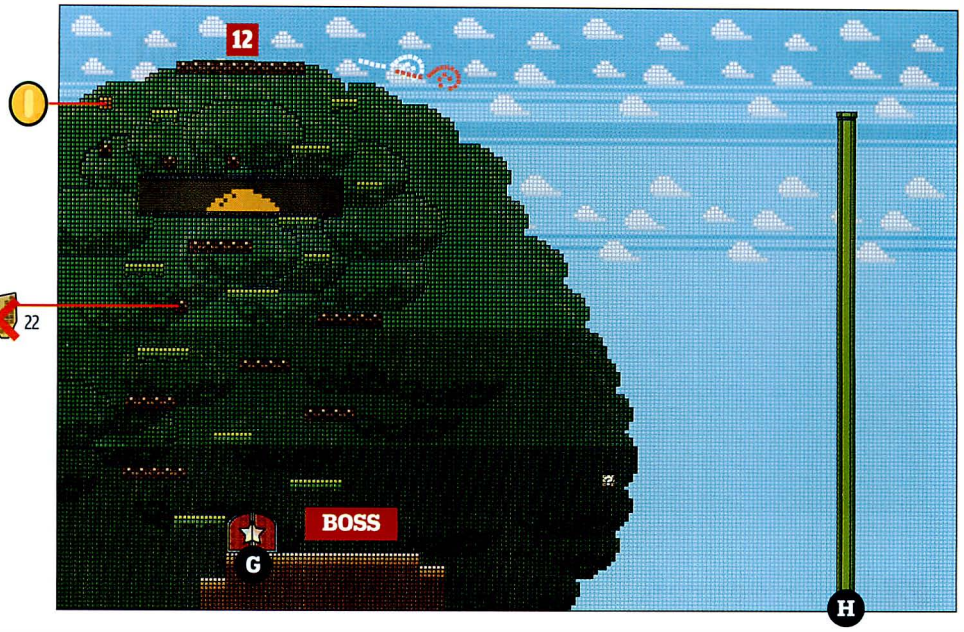
Are you ready for a hard-core platforming challenge? How about a hardwood platforming challenge?

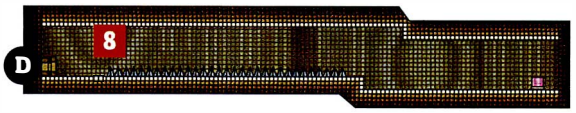


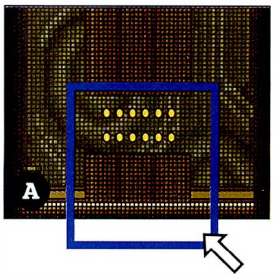
This tiny tree with a red door on it looks interesting. After you pick up Dottie, shrink yourself to enter the Itty Bits shop.

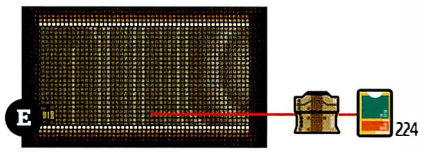


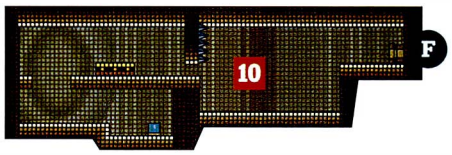


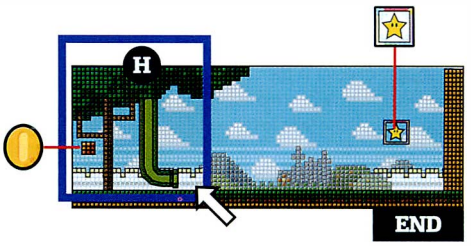












1 Flip with care while moving up the tree. Many platforms exist only in 2-D, and others are very narrow. If you flip at the wrong time, you may fall back to the bottom.

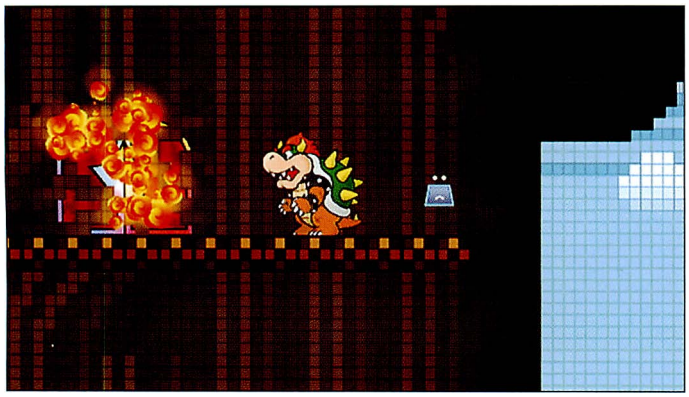
2 Flip to reveal the hidden Flip Blocks, switch to Peach, then jump across the tree using her floating ability.

3 Slam down the pillar using Thudley to expose a hidden moving platform. Hop aboard the platform to continue to the left side of the tree.

4 FLIP TIP

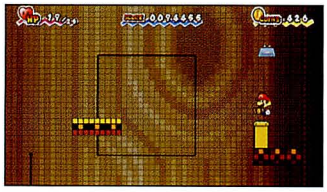
Flip to see a row of fixed blocks visible only in 3-D. Stay in 3-D and run across them to reach the next solid, brown platform.

5 Because a door is overgrown with vegetation, you'll need to switch to Bowser to start a brush fire with his breath. Don't forget to leap to a high-flying pit stop at pipe A to pick up a little pocket change.

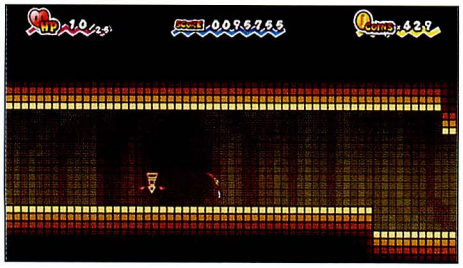


6 Head to the top of a new area through the warp pipe at point C, then stomp the blue switch to activate blue platforms throughout the entire area. Jump back into pipe C to resume your trip up the tree.

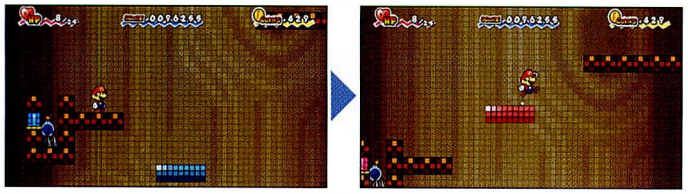
7 You'll need to hit blue and pink switches to alternate between blue and pink platforms—only one color can be activated at a time. After you pound a pillar using Thudley, a ladder will appear that allows access between a switch and a platform.



8 Flip to spot a pipe at point D, then enter a room with a moving spike floor. Use Slim to flip sideways, then run across the floor, stopping each time the spikes pop up. Hit the switch, then exit the room through pipe D.



9 Jump over to a switch tucked into an inaccessible nook. Drop Boomer to activate a pink platform, then drop him again—but this time rush across the pink platform before the switch deactivates it. You'll need to access a blue platform above the pink one.



10 Enter a pipe at point F, then use Slim to ride a moving platform through a wall. Jump into the gap, deposit Boomer on a switch, then jump out of the gap before a pink platform seals it. Use Slim again to exit the room.

11 FLIP TIP

Hop up to a pink platform in 3-D to see a ledge above you. Jump up to hit a switch that activates the door at point G.

BOSS Dimentio

Right after you pass through the door at point G, Dimentio will transport you to dimension D for a boss battle. Avoid his starbursts and bide your time until he's low enough to attack. Jump on his head when he's forming a starburst—he'll be vulnerable, and a half-formed starburst won't hurt you.

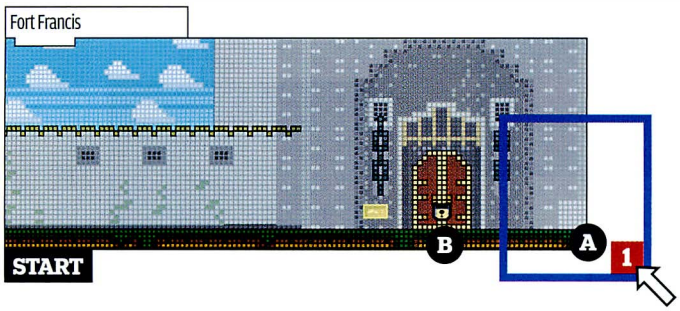
When Dimentio splits in two, only one version of him is vulnerable to attacks. Use Thoreau to eliminate imposters.

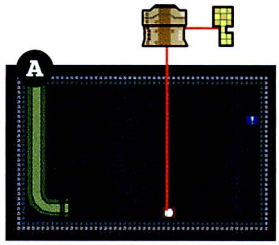
12 Remember Barry's tip about the red wind? You need to jump onto a red gust of wind and ride it to the top of the pipe at H. Drop into the pipe to reach the Star Block. (Don't forget to flip into 3-D to hit the Coin Block behind the other end of pipe H.)

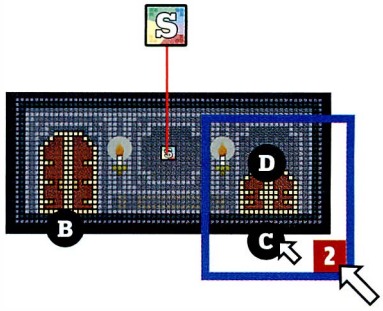
CHAPTER 3-4

The Battle of Fort Francis

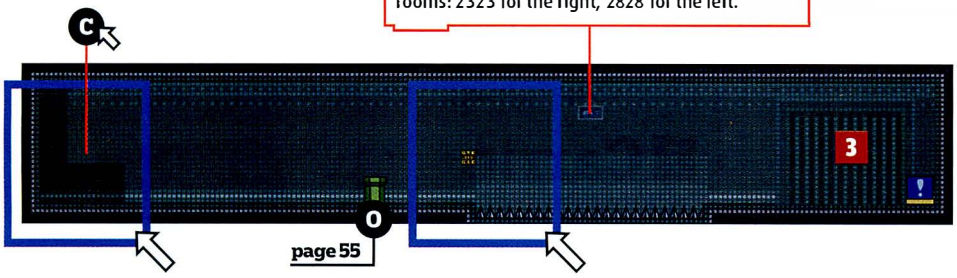
Francis's geeky pleasure palace is off limits to everyone but babes and geniuses. Use Peach, you say? You're a genius!

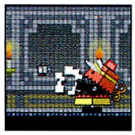




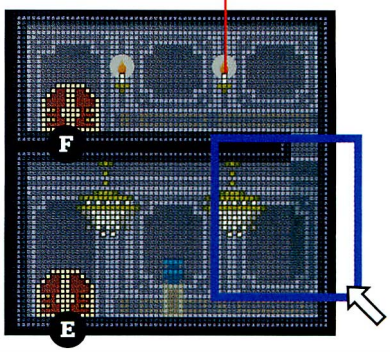


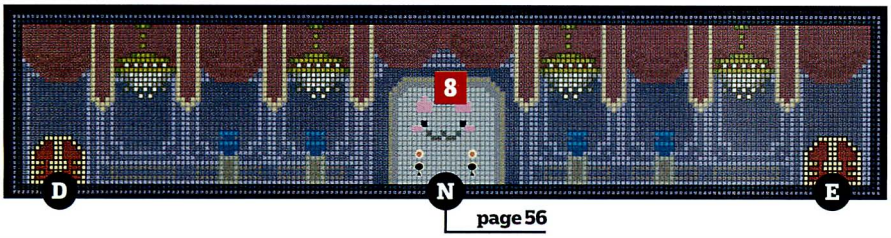
Flip into 3-D and hop onto the ledge to find a clue you'll need later in Chapter 3-4. Passcodes for two rooms: 2323 for the right, 2828 for the left.

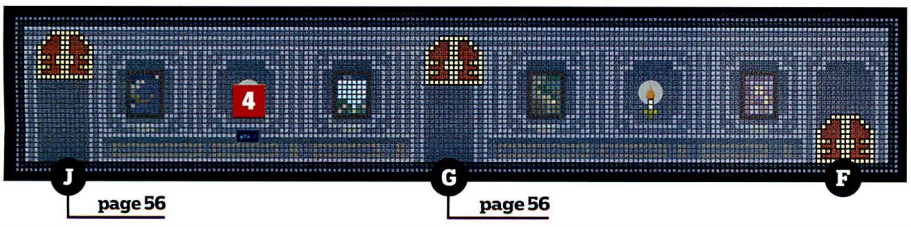


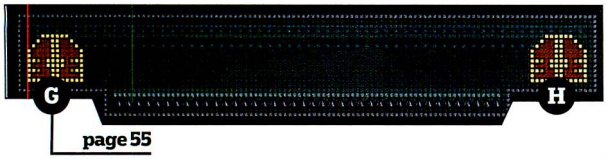


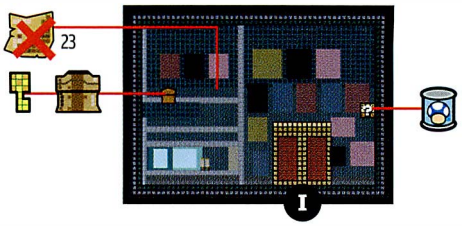
The Meowbomb-spitting SurpriseMeow is indestructible, but you can pick it up and toss it using Thoreau. Additionally, you can throw Meowbombs into the SurpriseMeow to destroy it.

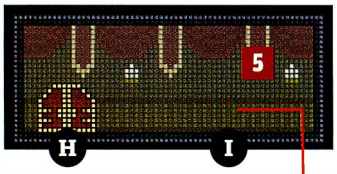


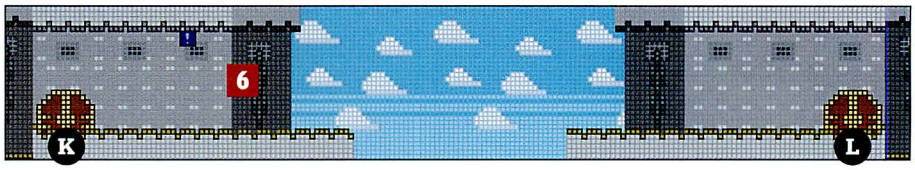


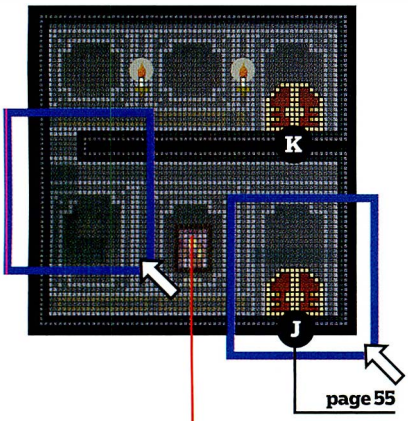


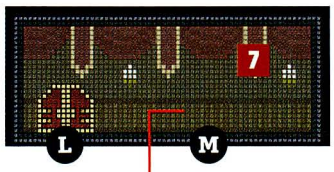


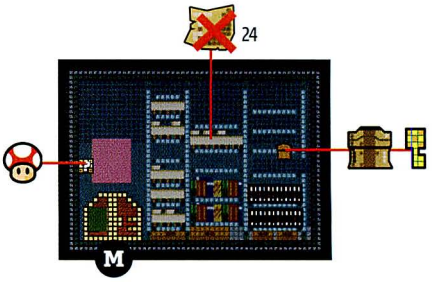




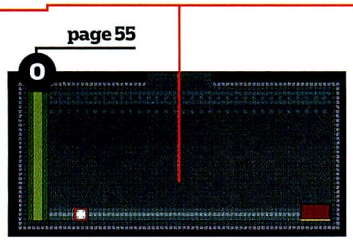


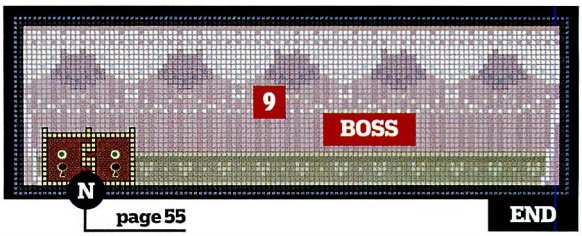






If you answer the questions wrong when trying to enter either of Francis's rooms, you'll fall into a small chamber where you'll need to use Thoreau to reveal a pipe opening.





This room requires you to find a 3-D platform using Mario, employ Peach to make it to the next platform, then flip as Mario to proceed.

1 FLIP TIP

Instead of leaving a key under the mat, Francis left one in a treasure chest accessible via warp pipe. Find it in 3-D, then jump down. Toss a block at a switch to reveal the chest.

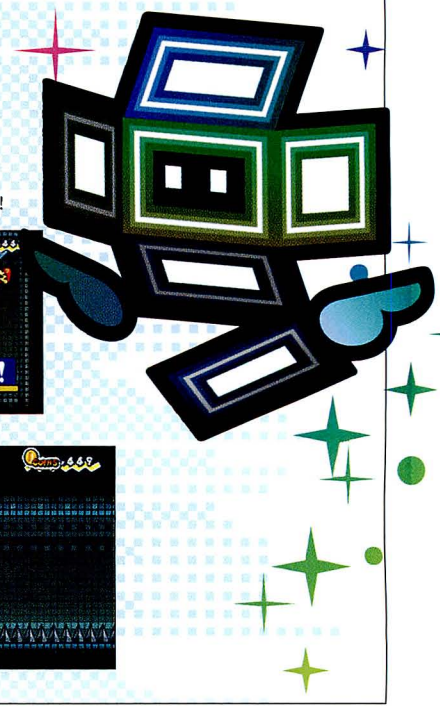
2 FLIP TIP

If you flip in front of the door at point D, you can slip down a warp pipe at point C to reach an area that reveals important secret codes.

Bump the Flip Block, then flip into 3-D to hop up to the area above the spiked floor. Make a note of the information—you'll need it later to access Francis's inner sanctum.

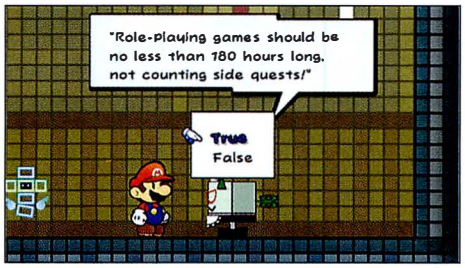
3 Carrie

Use Thudley to slam down a large switch; that'll release a Pixl named Carrie from her prison cell. After the obligatory Q&A, Carrie will join your party. As luck would have it, she can transport you across spiked surfaces!



4 Two doors are suspended above the floor, but a couple of Thudley-powered body slams will jolt them down to where you can use them. Alternatively, you could use a bomb.

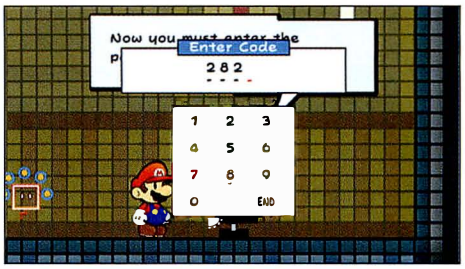
5 You can enter Francis's two secret rooms in either order, but you may as well start with the door at G. Answer in the affirmative to all questions, then enter the appropriate code when asked.



Once you get past the SecuriMeow and enter Francis's secret geeks' inner sanctum, you'll need to jump up to a treasure chest on a high ledge. Jump off the MeowMaid, but be careful—touching it any other way will cost you HP.

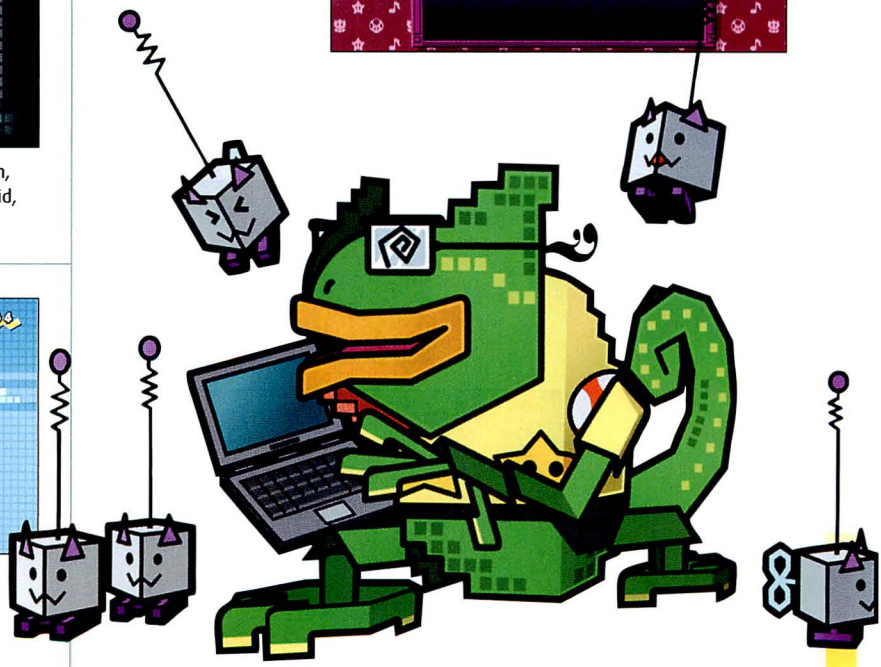
6 Enter the door at J, then jump up to the 3-D platform, switch to Peach, then hop up to the door at K. Once you are outside on the parapet, grab an AirMeow and toss it at the switch to create a bridge.

7 Entering Francis's second secret room requires you to do the same stuff you did when you entered the first room. Just remember to enter the correct code.

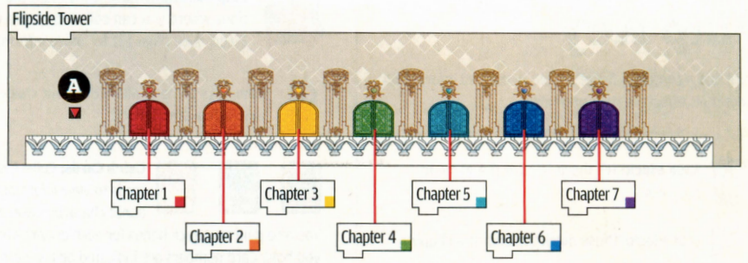


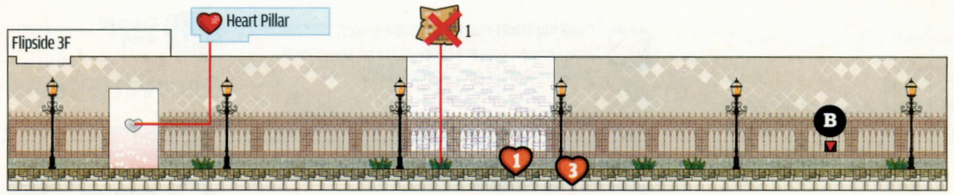
8 Switch to Peach then unlock the double doors to reach Francis and Tippi. If you don't enter as Peach, the security system will try to fry you with kitty lasers.

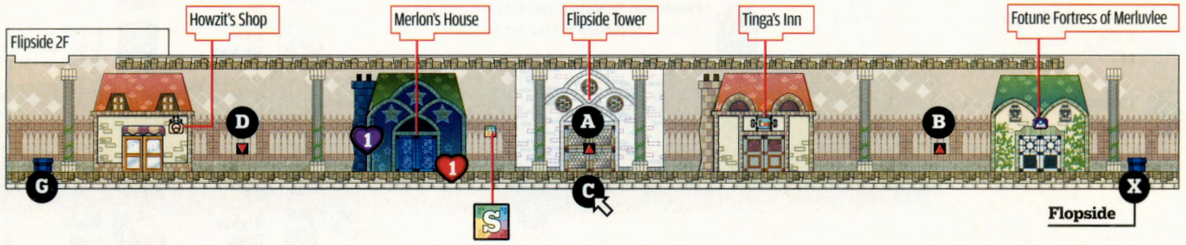
9 After you enter the room as Peach, Francis will begin a long sequence of asinine questions and comments that will ultimately lead to Peach destroying the computer. When you're done with the small talk, the battle will commence.

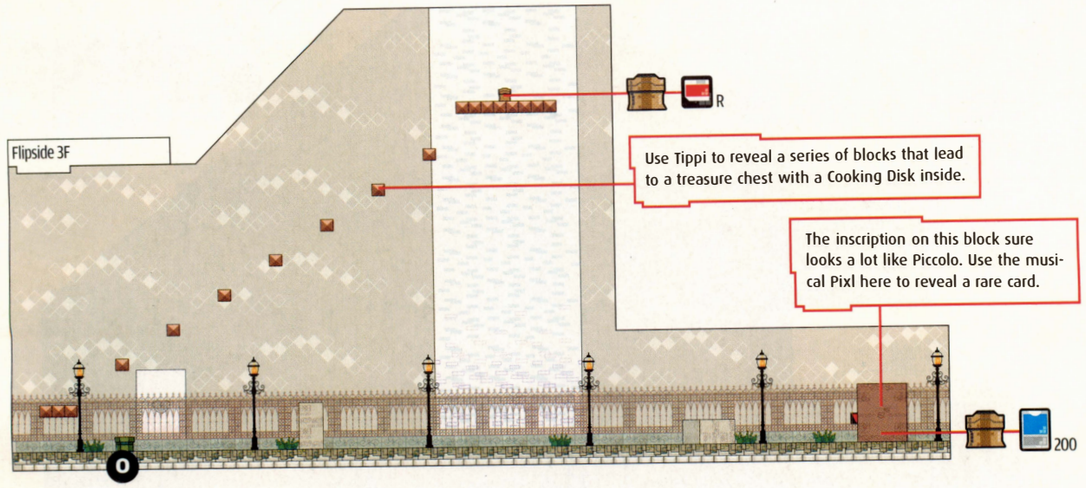


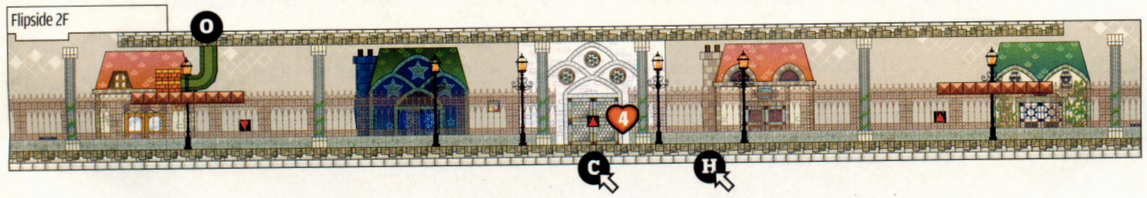
Flipside

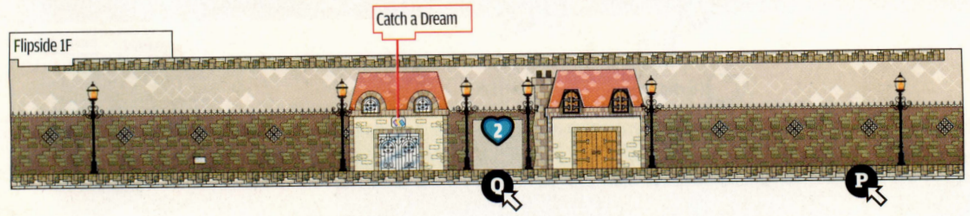


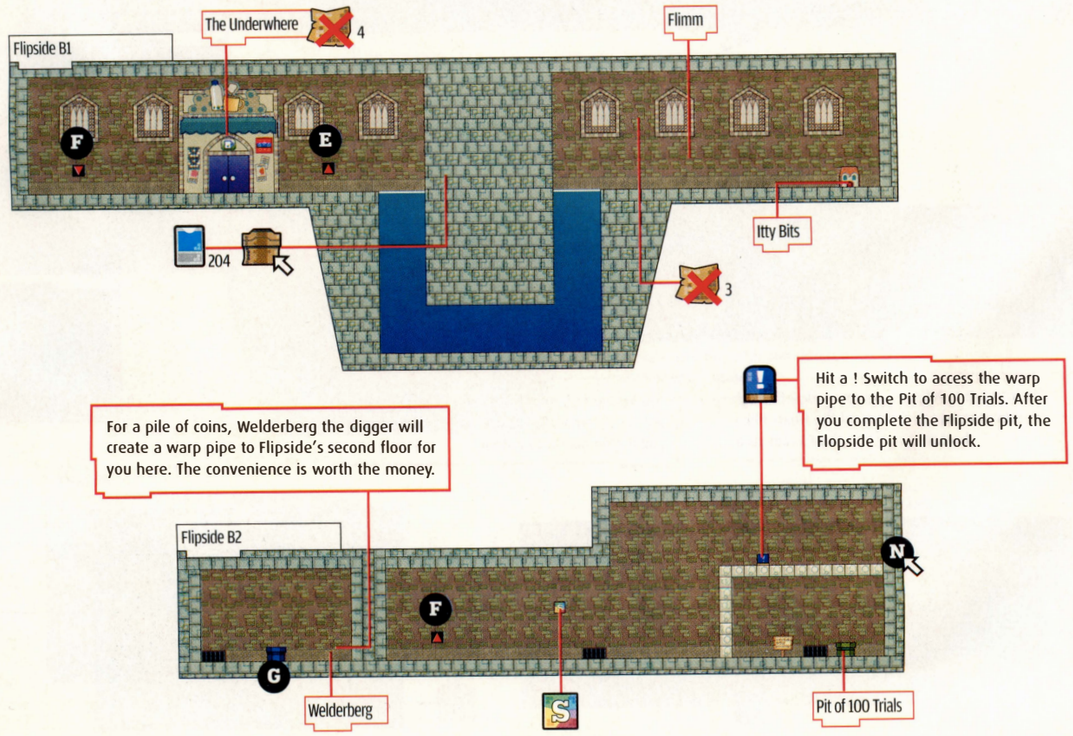












Flip, Flop, and Shop

Flipside and Flopside are great places to explore, shop, and socialize (try talking to the townsfolk using different characters). Here's a handy guide to shopping and dining prepared by the Flipside/Flopside Chamber of Commerce.

Merlon's House & Nolrem's House

You'll spend a lot of time at these two swanky wizard bachelor pads, and you're usually visiting with a purpose between chapters. Would it kill you to stop by to just say "hello"?

Howzit's Shop & Notso's Shop

The brick-and-mortar item shops in the two towns are a great place to stock up on Shroom Shakes, Fire Bursts, and more. For the really good stuff, however, visit Flimm.

Flipside & Flops de Towers

The towers offer access to chapter doors created when you place a Pure Heart into a Heart Pillar. You can also access previously completed chapters in the towers.

Tinga's Inn

Spend the night at Tinga's place to restore your health. It's a relatively cheap way to get back to maximum HP before starting a chapter.

Fortune Fortress of Merluvlee

At a loss for what to do next? Go visit Merluvee in her Flipside storefront. For a fee—subject to outrageous inflation through the course of the game—she'll tell you where to go.

Merlee's House of Charms

Merlee's charms allows you play an item-based roulette game at various points in the game. More-expensive charms give you more frequent chances to play.

Sweet Smiles & Hot Fraun

Saffron at Sweet Smiles in Flipside will create a new (sometimes better) item from one of your existing items. Dyllis at Hot Fraun in Flopside will take two items and create a single item. The Cooking Disks you can find in the game will give you some guidance for selecting ingredients.

The Underwhere

Garson the bartender has bits of information he'll share with you for 10 coins a pop. After you beat the game, you can also play game music using the InterNed. To access the arcade, flip to 3-D so you can find the warp pipe that leads to it. (For more about the arcade see page 144.)

The Overthere

Carson in the Flopside Beveragarium is willing to bend your ear for a fee. Flip, then check the back room to find a Cooking Disk and an extra game for the arcade.

Catch a Dream & Fondest Hop

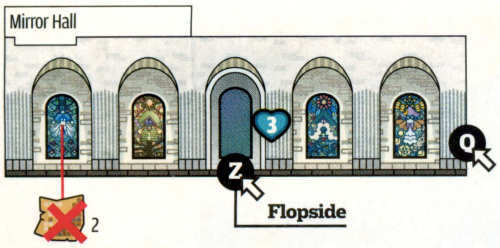
If you have coins burning a hol in your pocket and the obsessive esire to possess as many Catch Card as possible, then visit Hoodin and oodin at these stores.

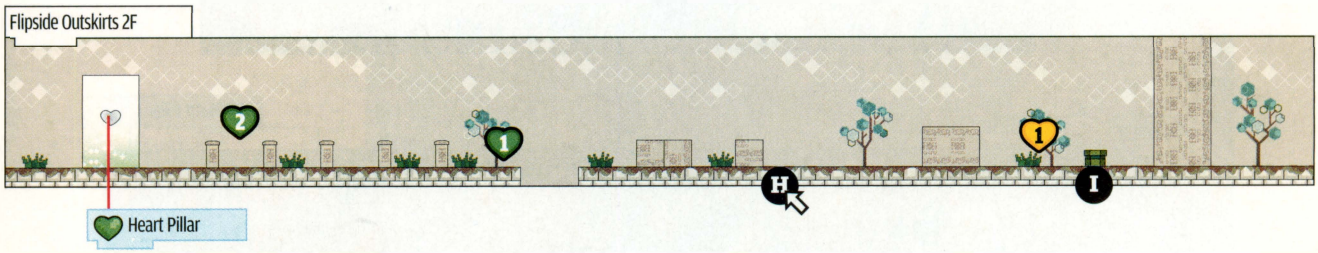
Itty Bits

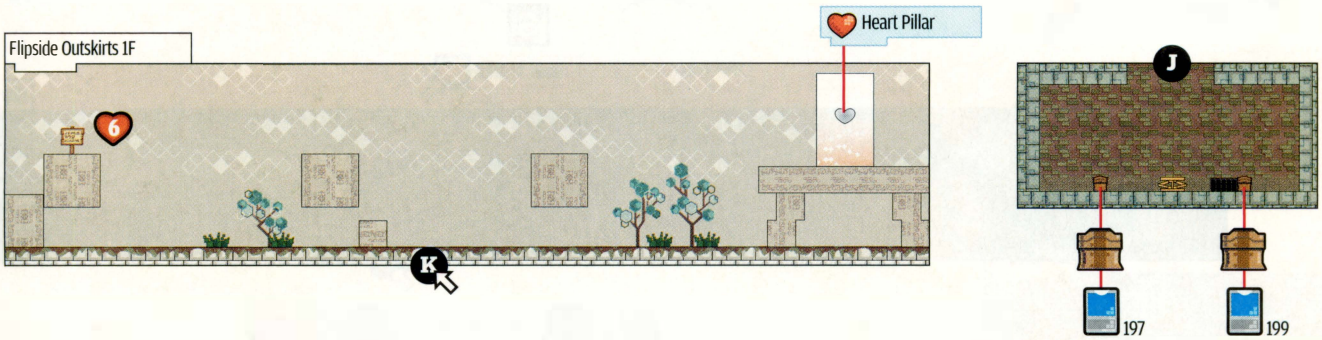
After you find Dottie, you'll be at le to shrink characters so they can vis t the tiny Itty Bits shops in Flipside an Flopside and within chapters. Th y have inventory the other vendors don' carry.

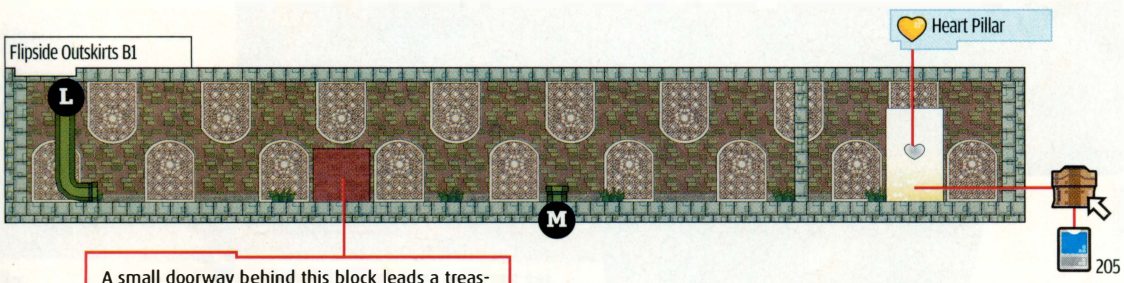
Flimm & Flamm

Flimm may not have a shop to c ll his own, but he gets the primo merc han- dise you need to stay healthy. Ch eck back occasionally to see if he ha any new items. Flamm is a shady ma dealer down in the bowels of Flopsid .

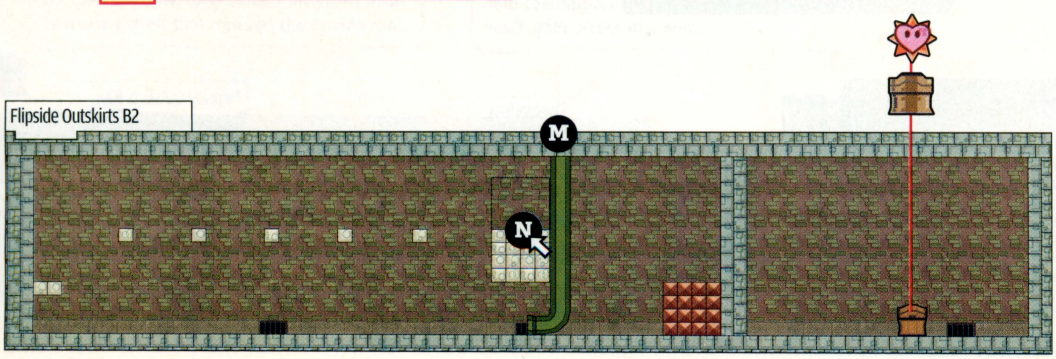




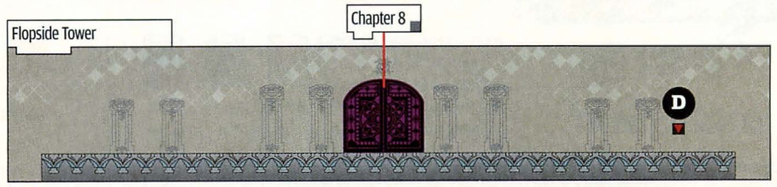


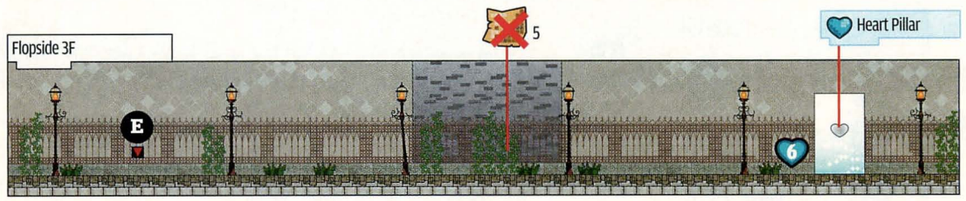


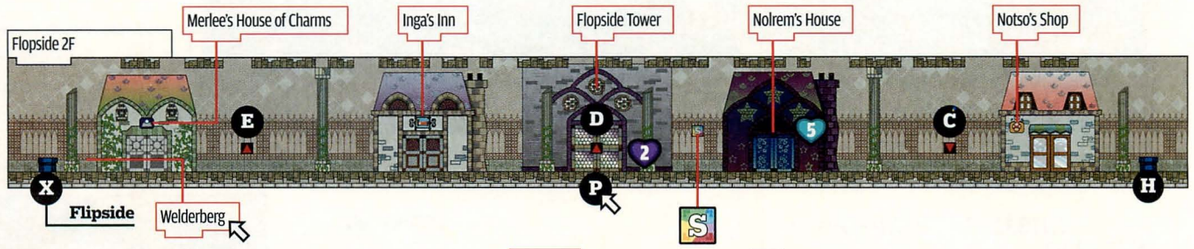
A small doorway behind this block leads a treasure chest that contains the InterChet card. Break the block's counterpart in Flopside to remove it.

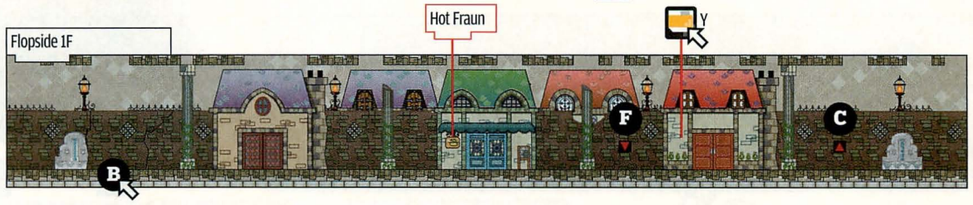


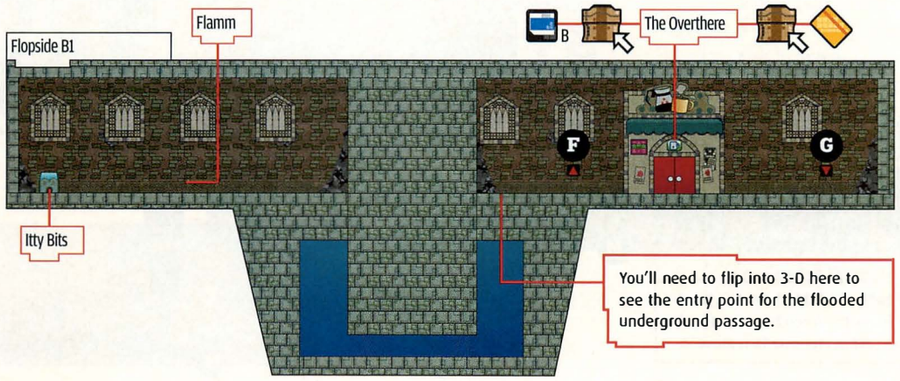
Flopside

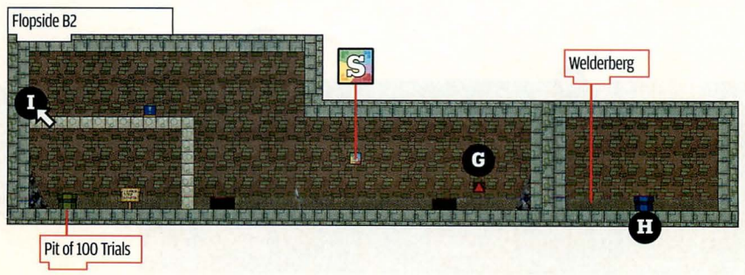


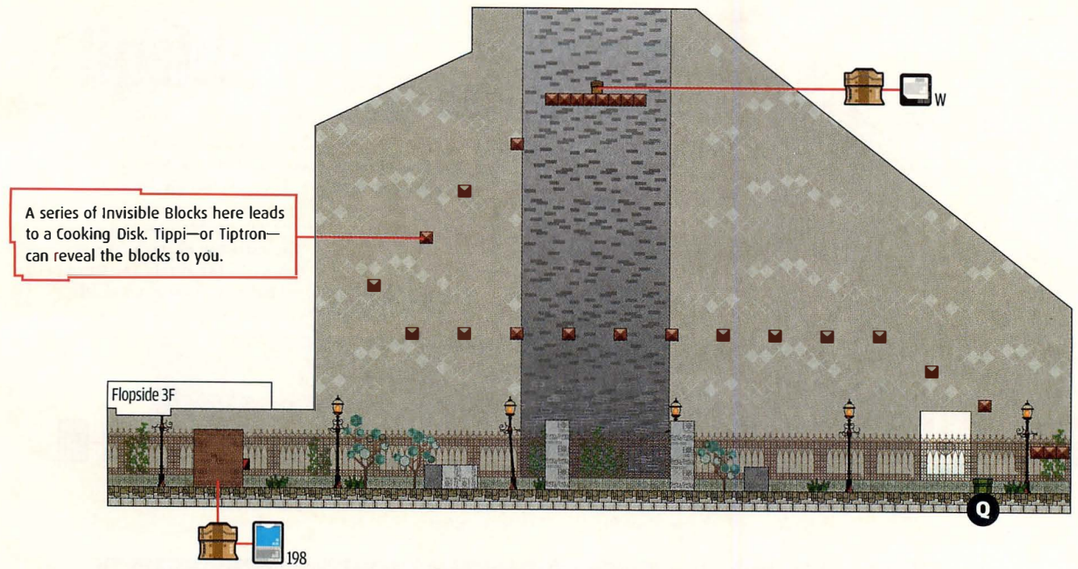


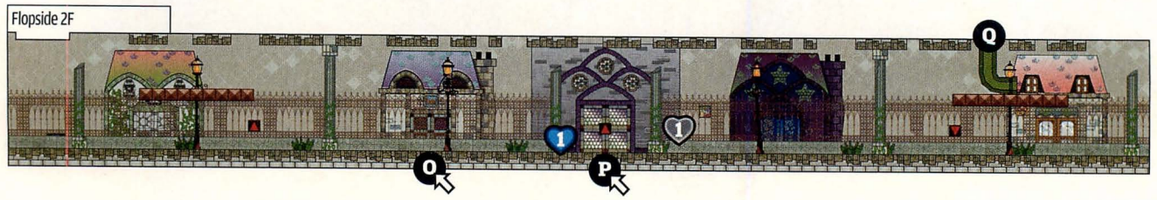


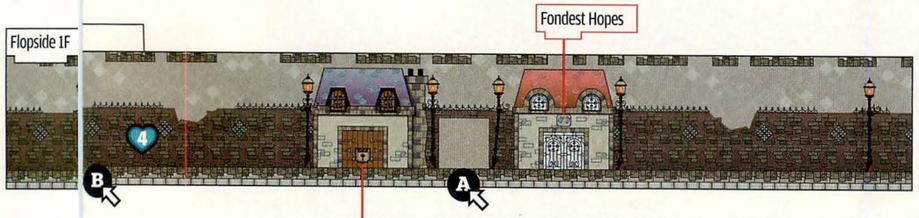




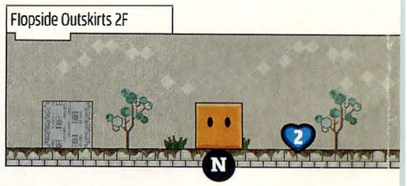


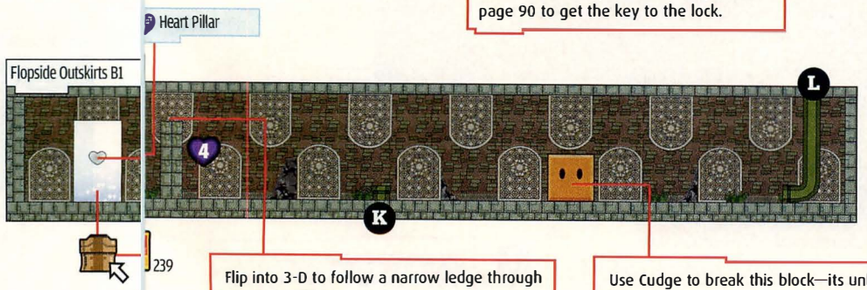






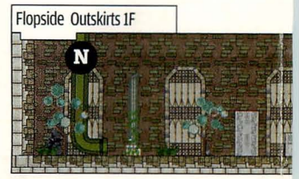
Piccolo the Pixl is inside a chest behind a locked door. Complete the side quest on page 90 to get the key to the lock.

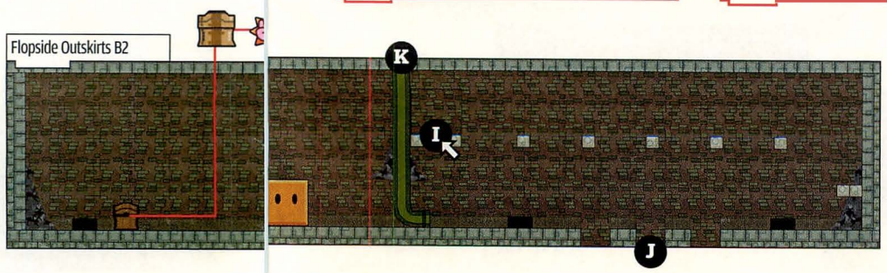


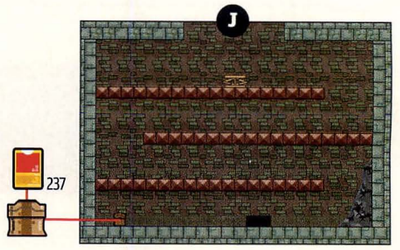


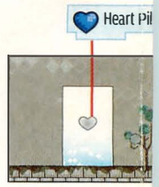
Flip into 3-D to follow a narrow ledge through an open window. Drop behind the Heart Pillar to reach a chest that contains the Piccolo card.

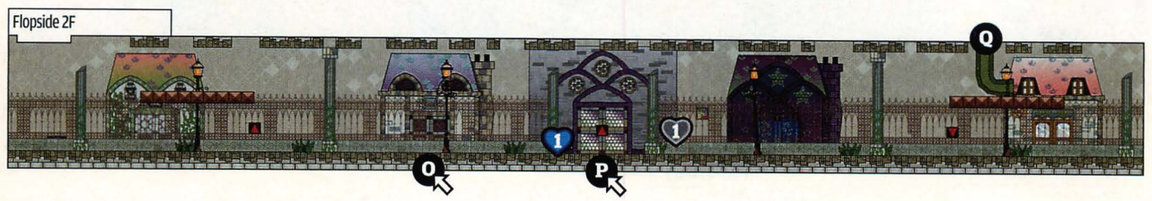
Use Cudge to break this block—its unbreakable counterpart in Flipside will disappear and you'll gain access to a door.

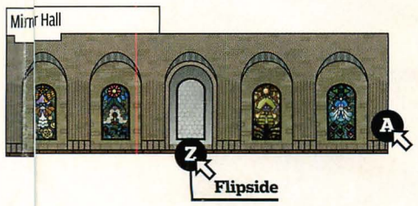


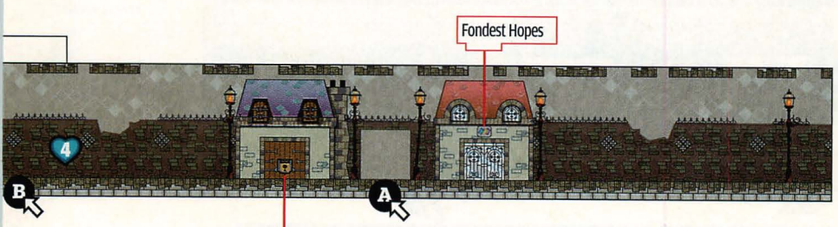


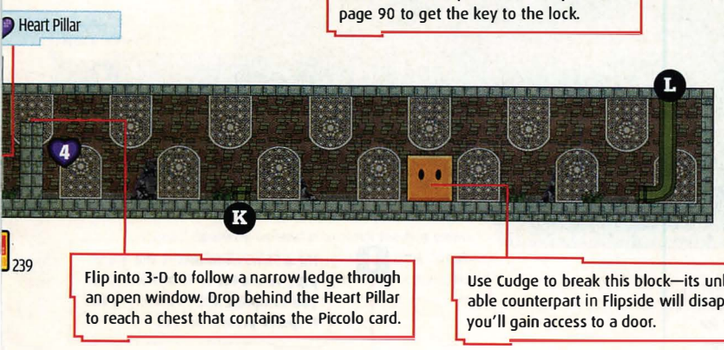


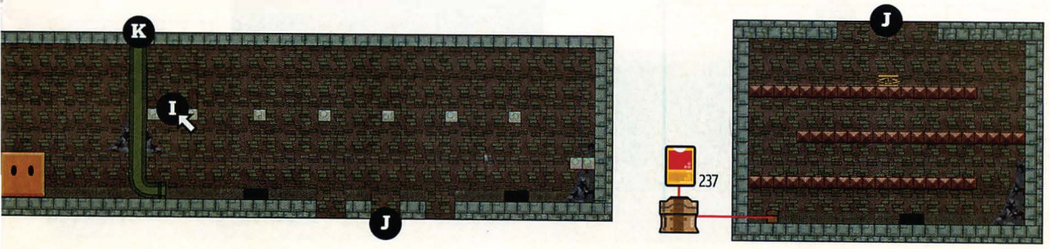


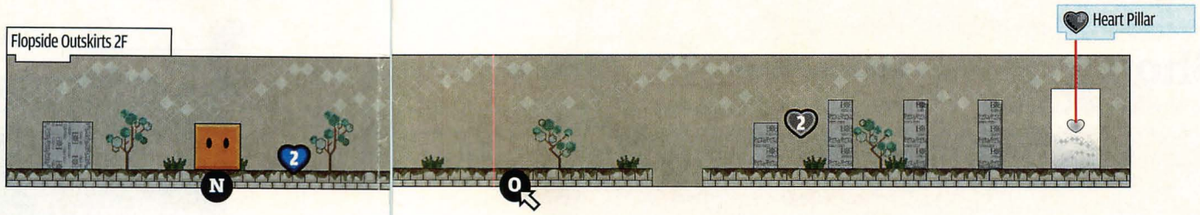


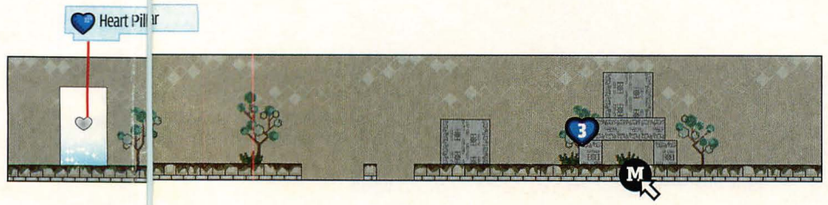












Map Key

You'll find a complete list of usable items and information about their effects in the appendix.

Save Block: Hit these to save the game in progress.

Star Block: These mark the end of a chapter section.

! Block: These blocks will trigger an event or action.

! Switch: Like ! Blocks, these switches will trigger an event or action.

Coin: Coins act as currency and can be found hovering in the open or within blocks.

Gold Bars: These are worth varying amounts of coins. They're also a recipe ingredient.

Treasure Chest: Open these to find valuable items inside.

Map Location: These icons mark the locations where you can collect treasure with Fleep. (See page 141 for more information.)

Key: Keys come in many different shapes and sizes. They open doors.

Catch Cards: Collect various cards to view information about characters and enemies. You also gain an Attack bonus for each enemy whose card you hold. Card numbers are indicated beside each icon.

Cooking Disk: Use these at the Dining Specializer to create recipes. There are several types, indicated with a letter code.

Pure Hearts: Each color-coded Pure Heart on the map indicates a step in locating a specific Heart Pillar. See the corresponding Heart Pillar section at the end of each chapter.

Elemental Tablet: Three different Elemental Tablets are hidden in Chapter 5-2.

Ladder: Ladders hidden within blocks will be indicated with a ladder icon.

Attack Items

- Ghost Shroom
- Shooting Star
- Icy Storm
- Thunder Rage
- POW Block

Defense Items

- Courage Shell

Recovery Items

- Apples
- Primordial Fruit
- Mushroom
- Shroom Shake
- Super Shroom
- Super Shroom Shake
- Ultra Shroom
- Ultra Shroom Shake
- Life Shroom
- Long-Last Shake
- Mighty Tonic
- Space Food

Miscellaneous Items

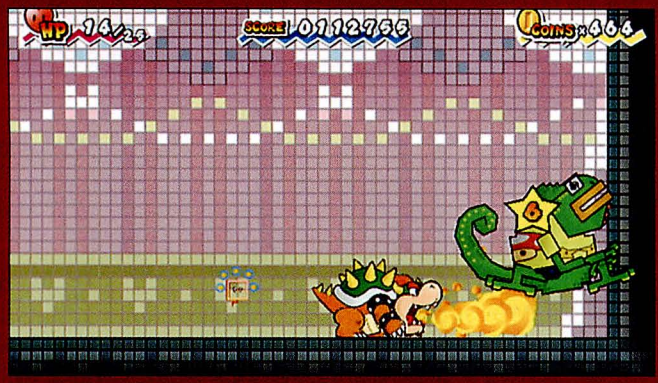
- Mega Star
- Happy Flower
- Pal Pills
- Golden Card
- Stopwatch
- HP Plus
- Slow Flower
- Power Plus
- Speed Flower
- Zombie Shroom

Flip Mario!

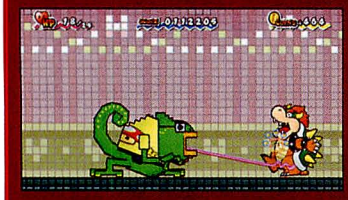
Any item accompanied by a diagonal arrow is in 3-D and can be found only by using Mario's flip ability.

BOSS Francis

Francis is a chameleon—he can blend into the background, so you'll get only a split second to hurt him. Switch to a Bowser-and-Thoreau combo, wait for the boss to appear, then grab him with Thoreau. When you toss him, quickly unleash a blast of flame breath before he hits the ground.



Stay clear of the Meowbombs that behave like moving versions of Boomer—except that they hurt you when they explode.



Francis's tongue is his deadliest weapon. You'll need to shake the remote if he manages to snag you—you'll gradually lose HP while you're in his mouth.

Barry

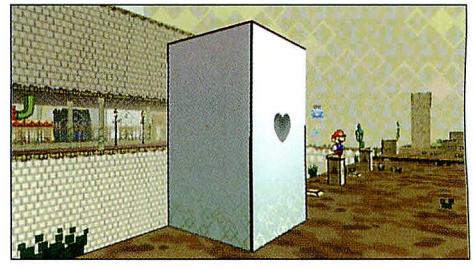
Remember Barry, the terrified Pixl who gave you some tips in Chapter 3-1? After you finish Chapter 3-4, go back to visit him: He's still behind the same bush. When he finds out you defeated Francis, he'll gladly join your party.

Barry is both an offensive and a defensive weapon: He spins around you like a buzzsaw, hurting anything he touches, and he protects you from harm.

Heart Pillar 4

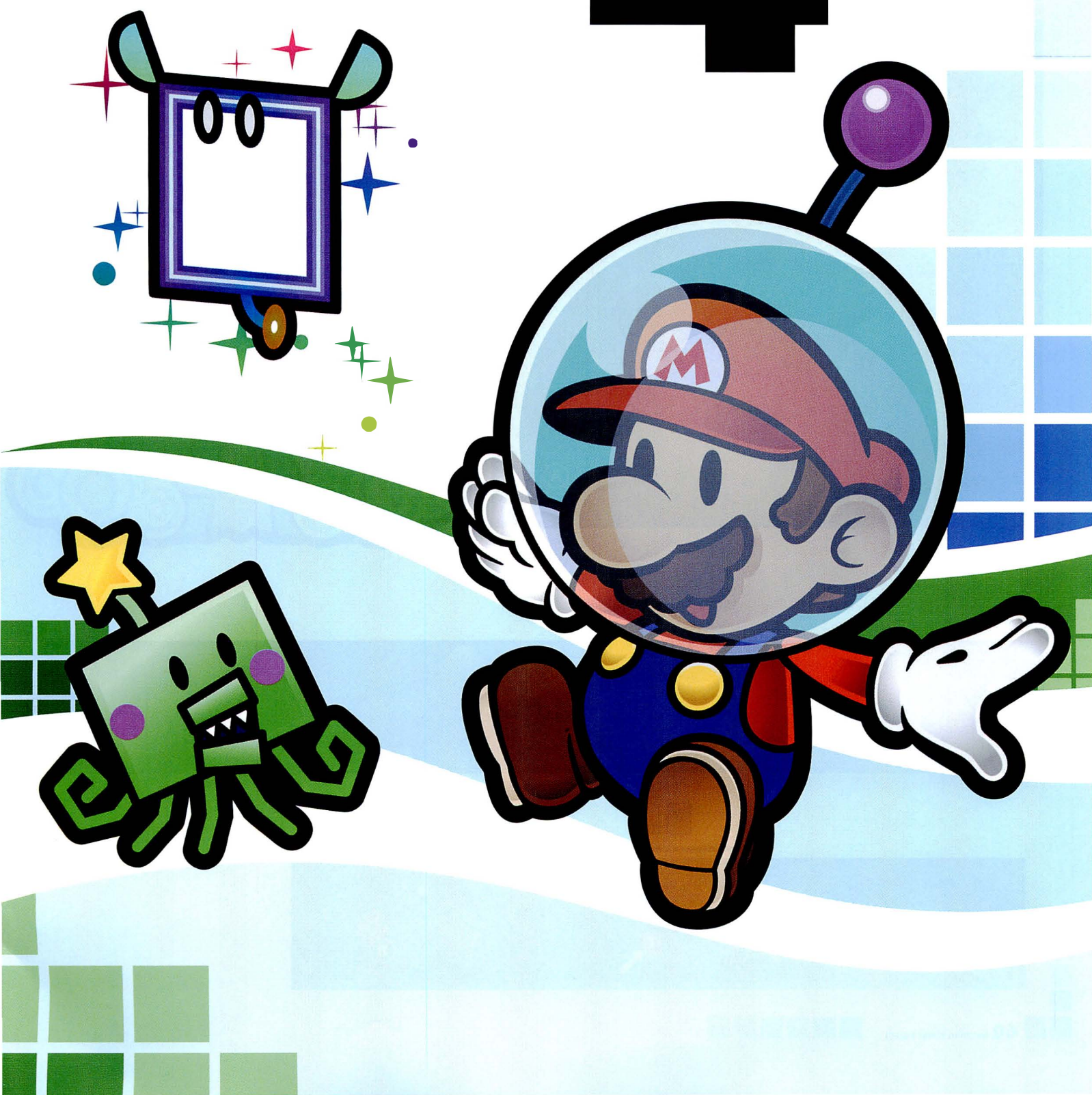
1 Head to the Flipside Outskirts across the 3-D bridge, then go left to the five pillars. Flip so you can look at the sides of the pillars.

2 Use Thudley to pound down the pillars that have down arrows on them. If you accidentally pound down an up-arrow pillar, slam it again with Thudley to make it pop up.



CHAPTER 4

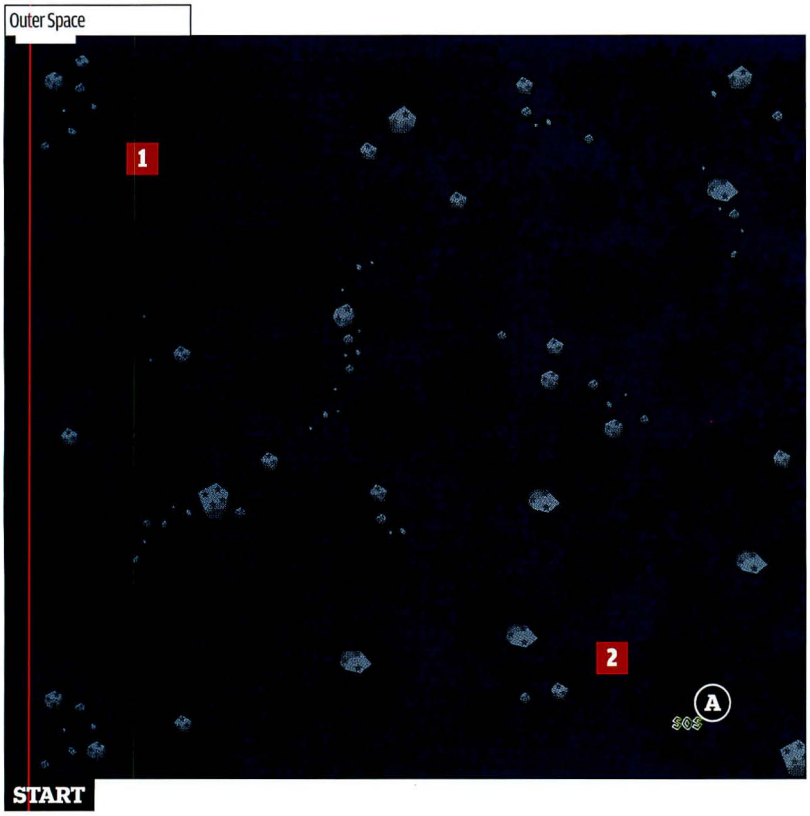
Outer Space

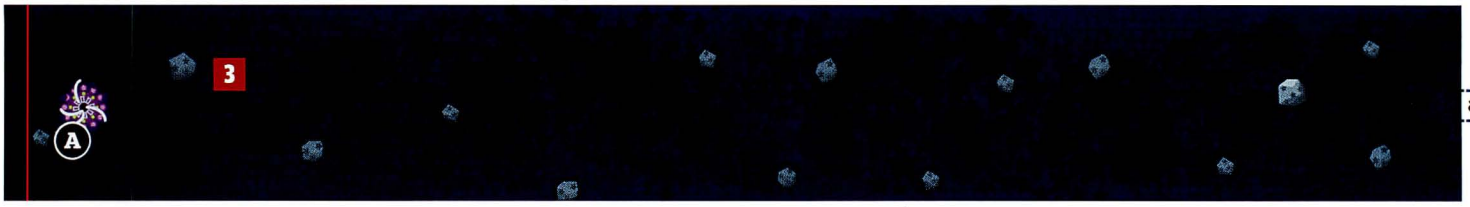


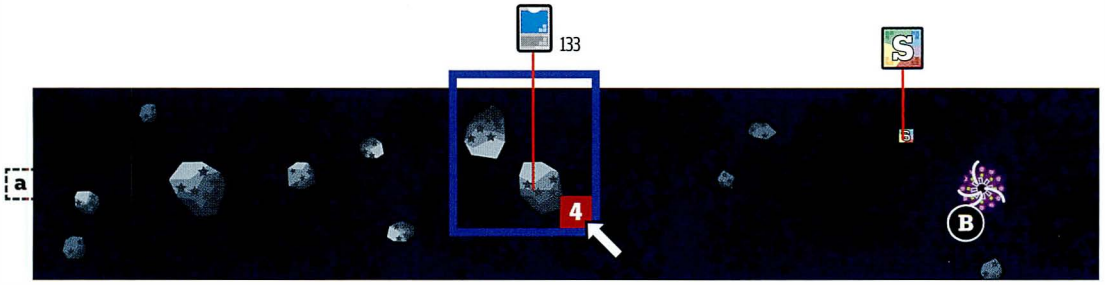
CHAPTER 4-1

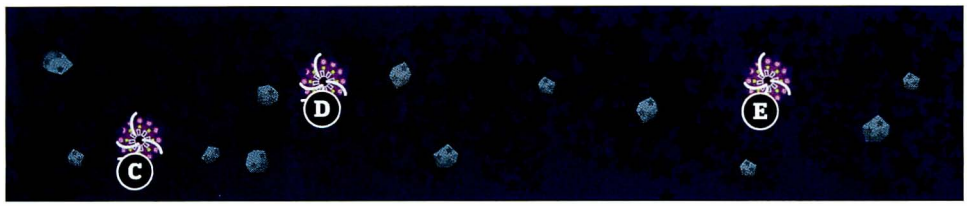
Into Outer Space

The vast expanse known as Outer Space is the next stop for Mario and friends. First order of business: breathing.

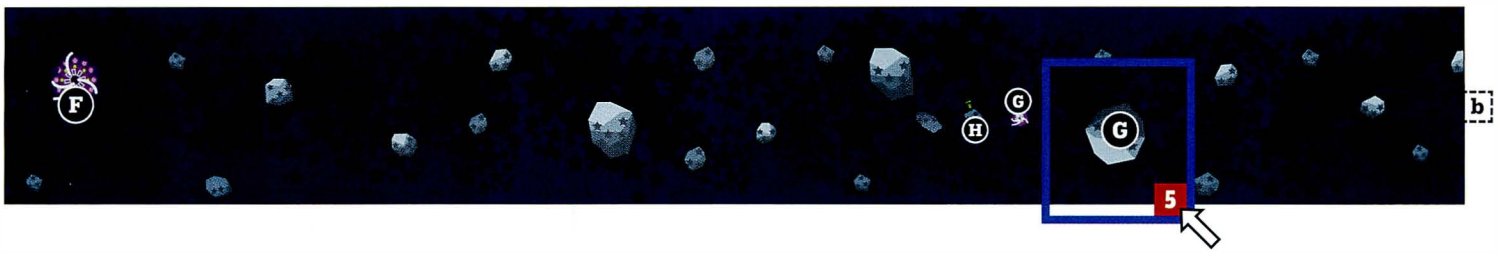


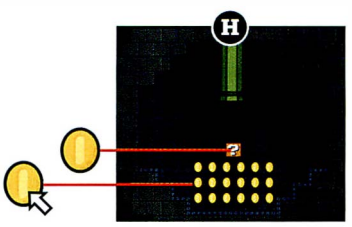




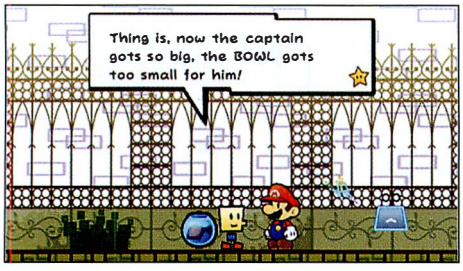


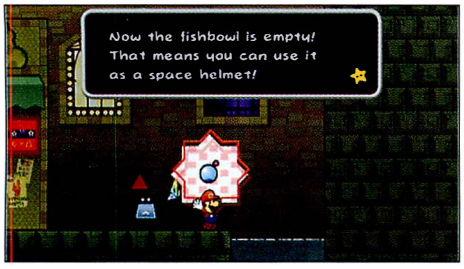
This area's full of Warpids, which can warp through space. Keep moving—Warpids will often appear close to your position.





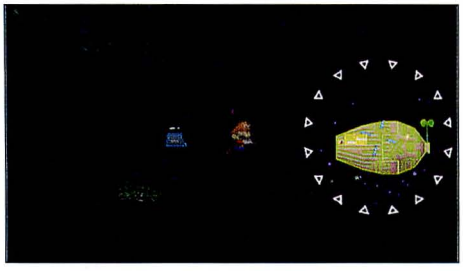
1 As soon as you begin Chapter 4, you'll be in Outer Space with no breathable air. Tippi will escort your party back to Flipside. Stop by Merlon's house to learn about an item that might allow you to breathe in space. Merlon recently gave the item to a boy named Pook—find that boy!



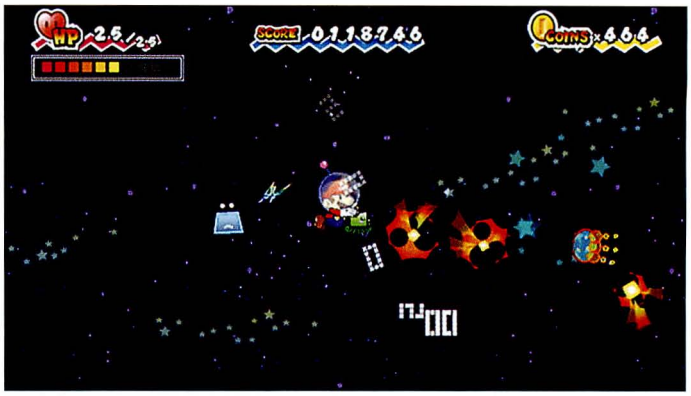


Pook is on the third floor of Flipside, near the first Heart Pillar. Speak with him to get the Goldfish Bowl, then head down to Flipside B1 and stand near the edge of the water to release Pook's goldfish. You now have the Helmet item. (Your fish will thrive in its new ecosystem. The other fish . . . not so much.)

2 As you float around the seemingly empty first area, you'll notice an SOS coming from somewhere. Locate the source, then use Tippi's pointing power to uncover a cloaked space ship. You'll meet Squirps, a mysterious alien with knowledge of the Pure Heart. He'll join you as your commander, and ask you to lend him power. When prompted, simply hold the A Button for a few seconds until the first Squarp (warp) appears.



3 From here on out, Chapter 4-1 will be an arcade-style shooter as you use the Squirps Squirt Beam to blast baddies. Barry will be useful against the enemies of this area. (See page 58 to learn how to recruit him.) And riding Carrie will make you really mobile.



Use a Catch Card early on to capture a Jellien. You'll face many Jelliens in this chapter—if you possess a Jellien card, they'll be substantially easier to defeat. To vary the experience, try flipping to 3-D.

4 FLIP TIP

Flipping is tricky in space, where you can't move up and down in 3-D. In 2-D, position yourself directly in front of the large rock at point 4 then flip to find a Foton card behind it.

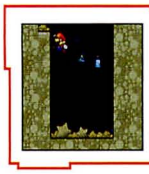
5 FLIP TIP

Flip near the rock at point 5 to find a Squarp behind it, accessible only in 3-D. The Squarp will lead you to the background, where you'll find a coin room down the pipe marked H.

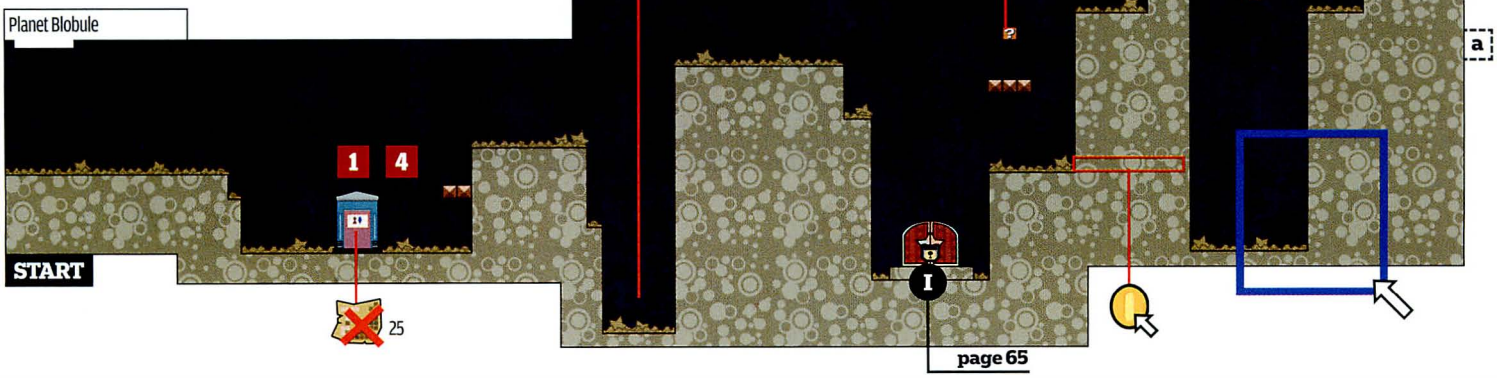
CHAPTER 4-2

A Paper Emergency

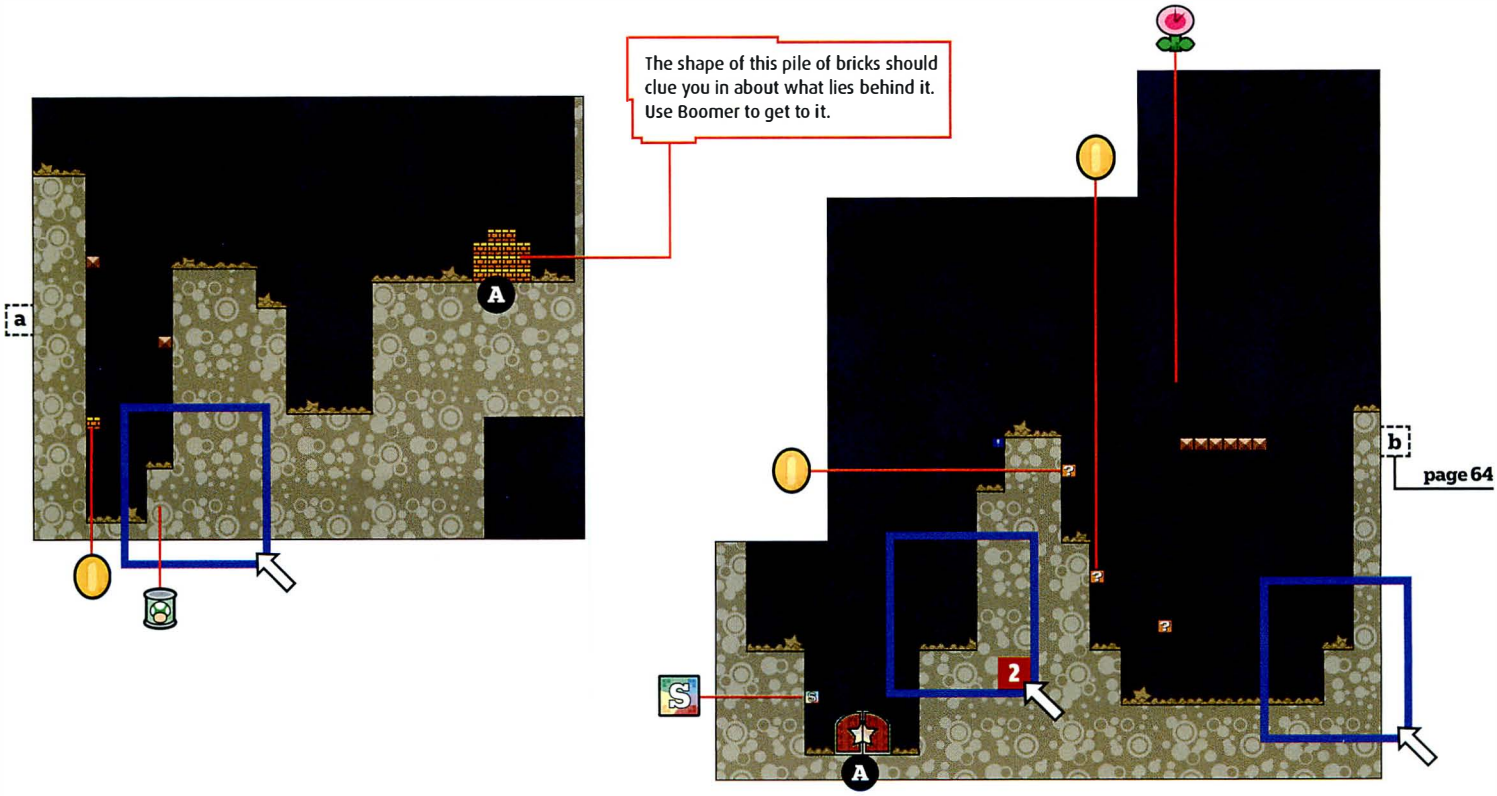
Gravity returns as the heroes land on Planet Blobule, but where is this elusive Pure Heart? Only Squirps knows.

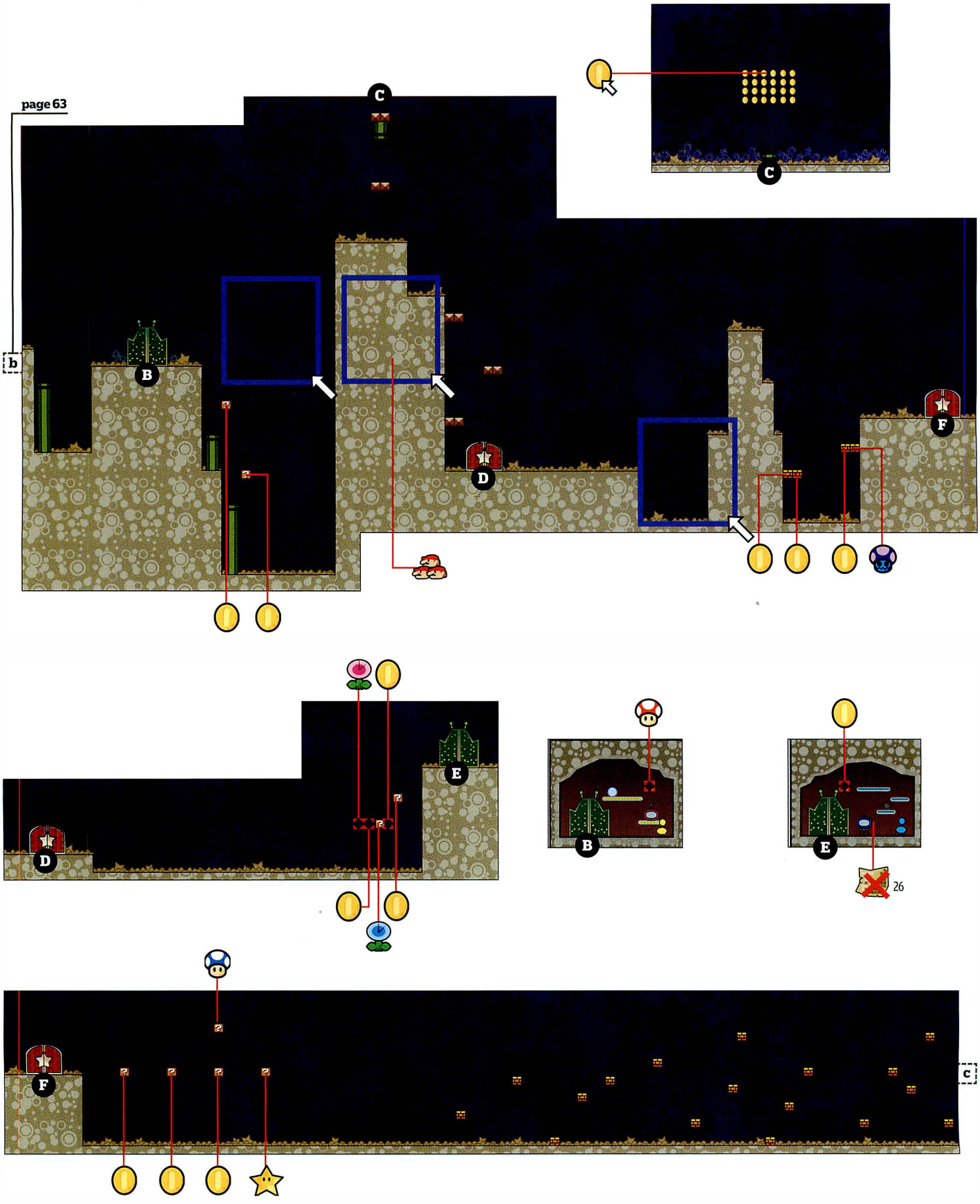


At first, some of Planet Blobule's ledges will seem unreachable. Fear not, space warrior! You can jump higher on this planet by holding the 2 Button.



The shape of this pile of bricks should clue you in about what lies behind it. Use Boomer to get to it.

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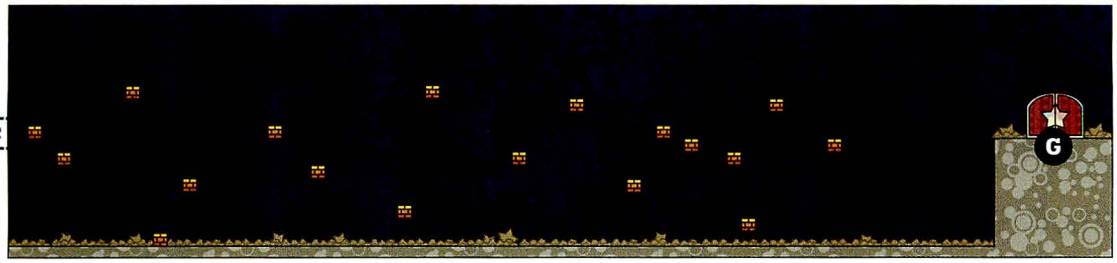
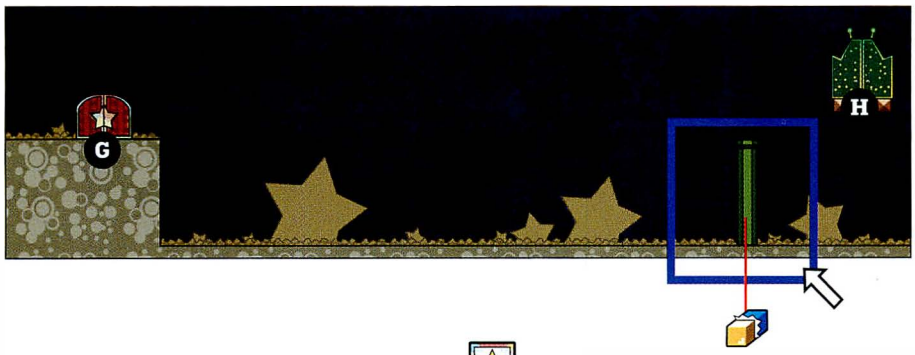
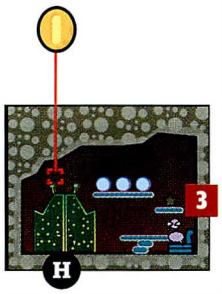
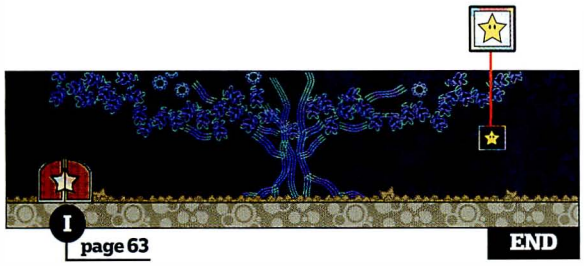






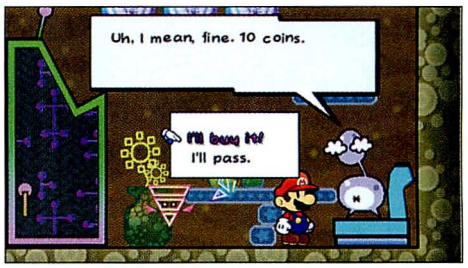


1 Squirps is waiting impatiently to use the potty; you must leave him behind and continue your quest. There's nothing to do here until you have the Ancient Clue in your possession, so go search for it.

2 FLIP TIP

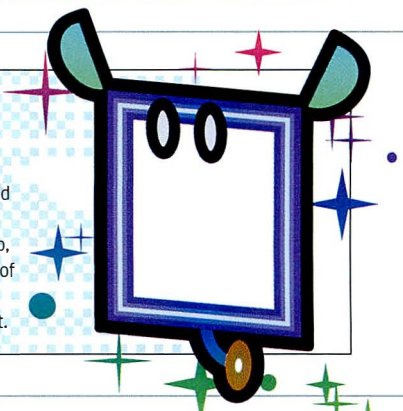
Upon passing through the door at A, you'll encounter a ledge that's too high for you to reach. Flip to 3-D to find a small opening in the wall, then use Slim to squeeze through. From the other side, you can reach the top of the ledge and hit a blue ! Switch to make future passage a bit easier.

3 When you reach Blappy's abode, he'll offer you a special item for 1,000 coins. Say no twice—he'll drop his price to 10. You'll receive the Ancient Clue. Take the item back to the outhouse near the chapter's starting point.



4 Fleep

Fleep's been waiting a long time for some toilet paper—the Ancient Clue you received from Blappy will serve this purpose well. Once Fleep's finished, he'll join your group, giving you the ability to reverse a section of the screen at will. When you see a sparkly rift, try using Fleep to see what's behind it.



5 Fleep's first job will be to flip over the inter-dimensional rift at point 5. Use Fleep to find the Door Key, then take the key, head left to door I, and use the key to exit the chapter.

CHAPTER 4-3

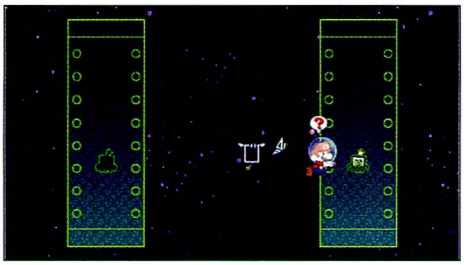
The Gates of Space

Young Squirps has delivered on his promise and led the group to the Space Bypass—what lies beyond is a mystery.

1 The Space Bypass is full of rotating Hedrons that will damage you upon contact. It will be tempting to flip to 3-D and go around the Hedrons, but the safest way to get through this area is to stick to 2-D and take it slow.

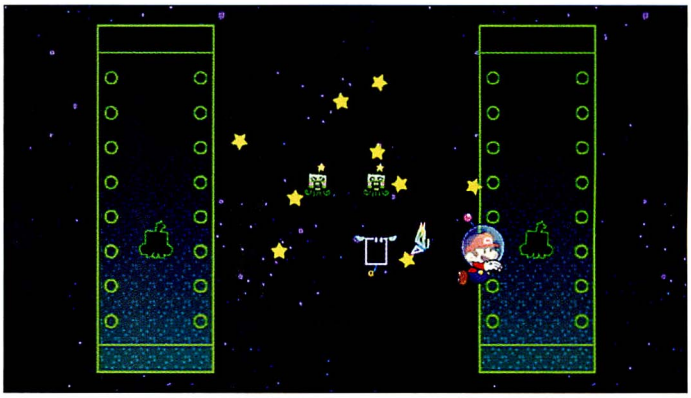
2 When you reach a red X, use Fleep to reverse it—two giant pillars will appear, one with a Squirps-shaped impression in it. Press up near the hole to squeeze Squirps in and activate a giant door that leads to the next area.

3 Using Fleep at the second red X you encounter will bring forth another two pillars—but this time, there are two impressions. You can stick Squirps in one of them, but you'll need a chocolate item before you'll be able to open the gate.



4 Make your way through the Squarp marked C to reach Twinkle Mart, a convenience store owned by a fellow named Howzit. The store sells only three items: Sweet Choco-Bar, Shroom Choco-Bar, and Golden Choco-Bar. Any of these will satiate Squirps's appetite, but you might as well buy all three if you intend to fill your recipe list.

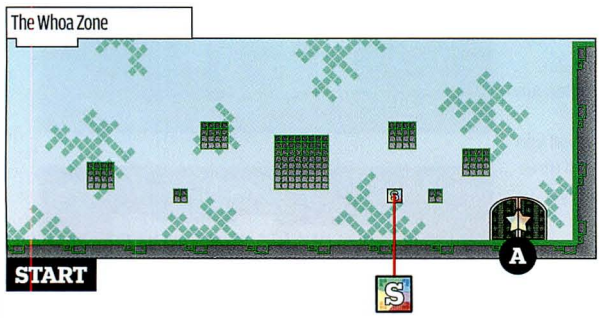
5 Return to the two pillars, and (if you haven't done so already) place Squirps in one of the impressions. Feed him a Choco-Bar to open the gate. Go through it and whack the Star Block to end the chapter.

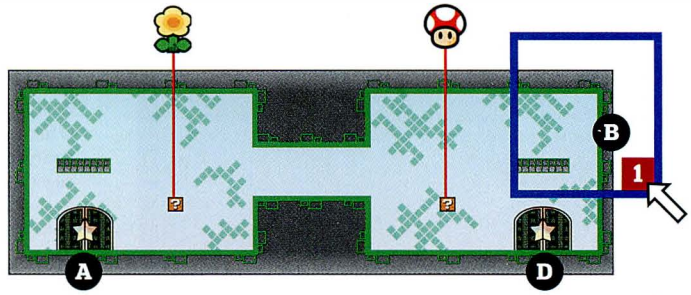


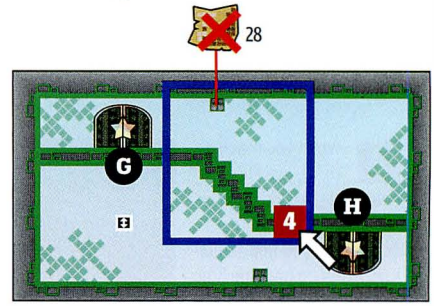
CHAPTER 4-4

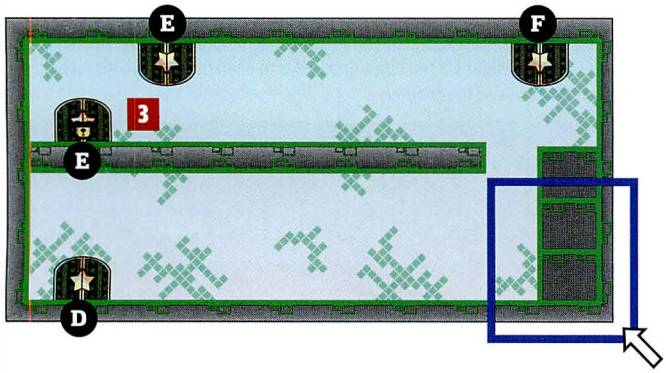
The Mysterious Mr. L

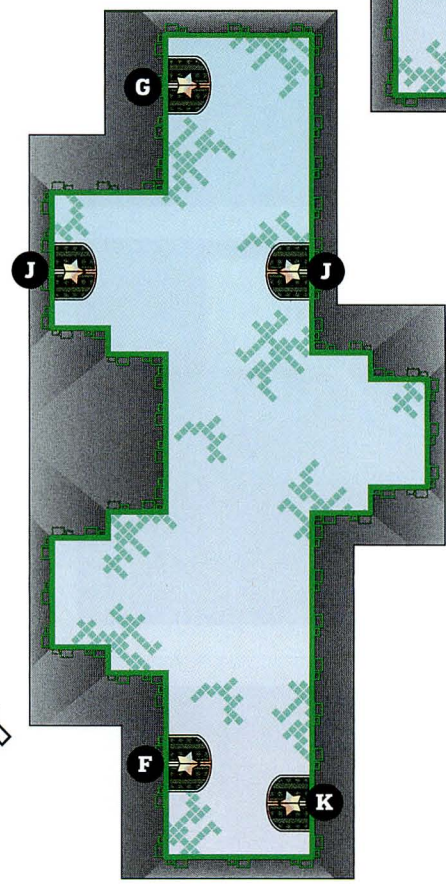
You'll confuse up for down and left for right in the Whoa Zone, a maze that lies beyond space itself.

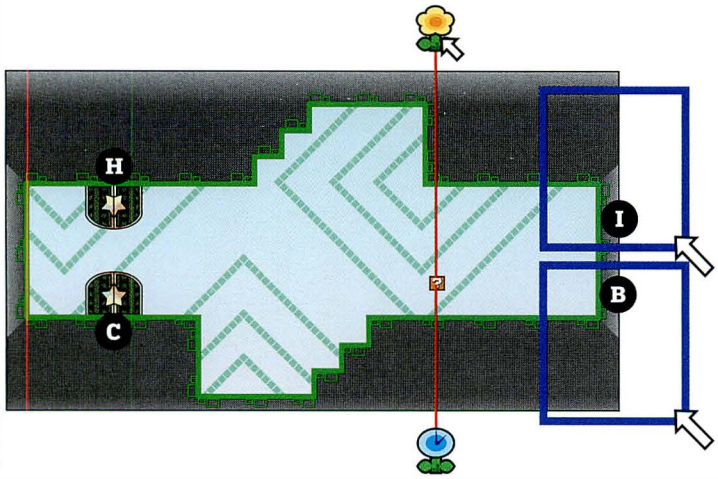


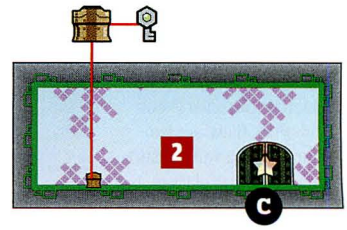


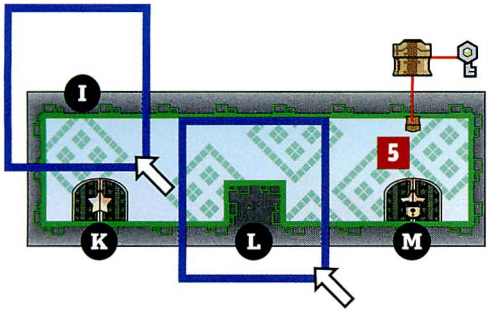








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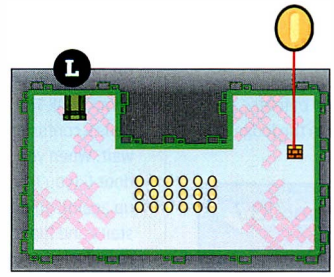
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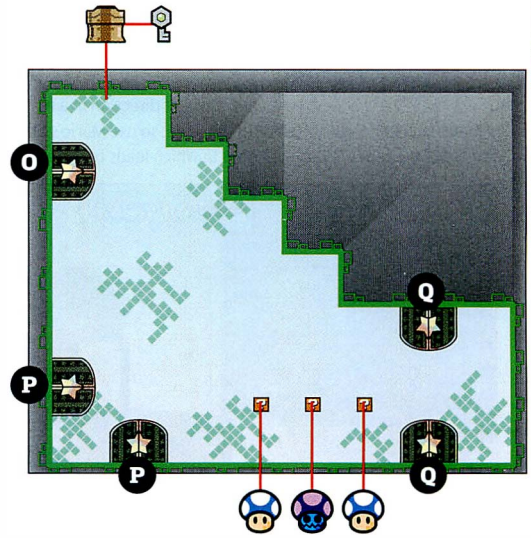
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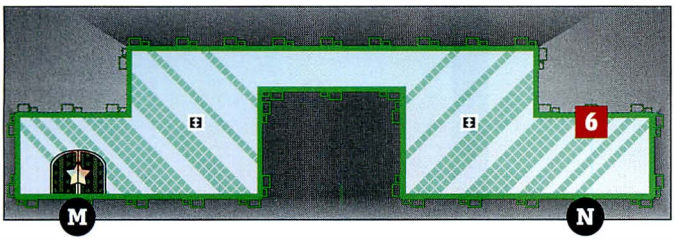
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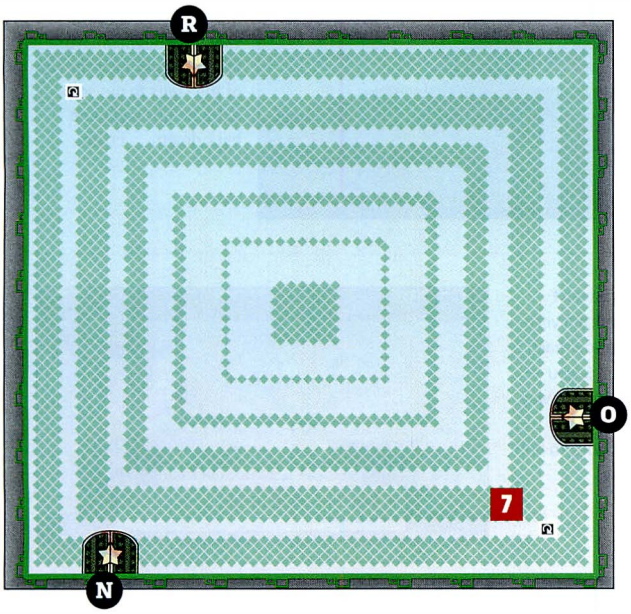
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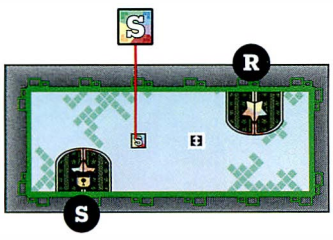
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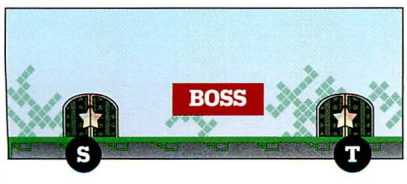
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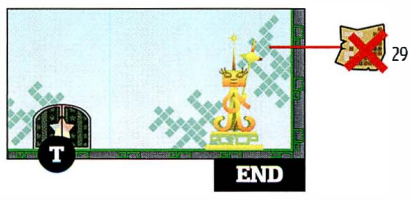
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1 FLIP TIP

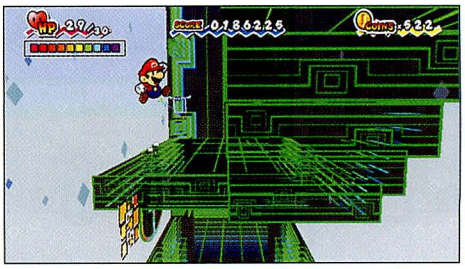
The Whoa Zone will mess with your sense of direction in a major way. A ton of inter-dimensional flipping is required in this area, so use Mario's ability often. On the ledge in the first area, flip to 3-D to find door B, which leads to the area's first key.

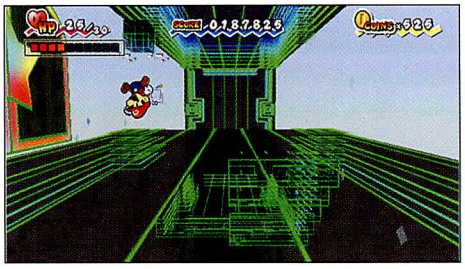
2 The creature guarding the chest in this room is a Barribad guarded by an unbreakable force field. You'll need to think outside the box—er, inside the box, rather—to penetrate its barrier. Flip to 3-D and position yourself right next to the Barribad, then flip back to 2-D and quickly jump on it—one shot should do the trick. Collect the Dimension Key, and backtrack to door D.

3 Take out the Pigarithms (three short, successive bounces on the head will take one down with ease), then head through door E using the Dimension Key. You'll find yourself on the ceiling in the same room. A quick jog through door F will put you on the left wall of another room. From here on out, prepare for some serious disorientation, and just try to go with the flow.

4 FLIP TIP

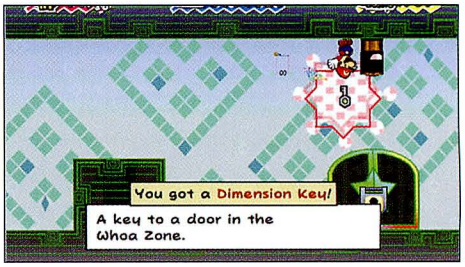
If you think The Whoa Zone's confusing now, just wait. When you go through door G (you'll be rightside up again), go down the stairs and flip to 3-D to reveal a ledge to the lower area. Drop to that area and hit the Gravity Switch to put yourself on the ceiling. Head through door H.

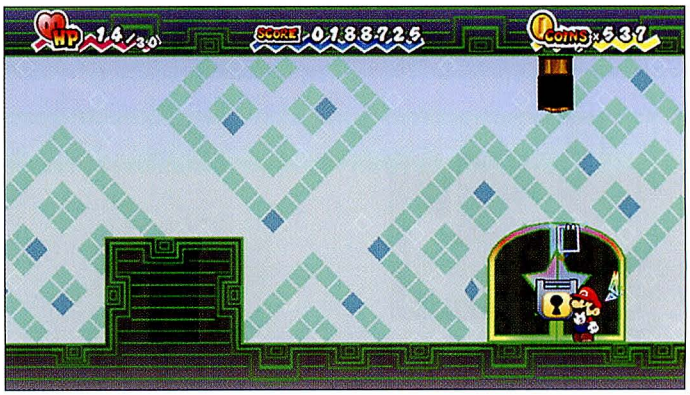




If you get stuck on the ceiling in the upper area, don't panic—there is a way back down. In 3-D, find the block near the top of the stairs to get some extra height and jump back down . . . er, up.

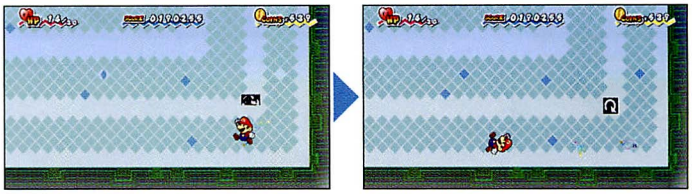
5 If you haven't hurled from vertigo by the time you reach the key at point 5, you probably will on your way to unlocking door M. Backtrack to door J to find your way there.





6 To get from door M to door N, you'll need to whack the two Gravity Switches, one time each. Door N is invisible, so use Tippi's pointing power (aim the Wii remote at the screen) to reveal it.

7 The road to the final Dimension Key is a little tricky. Head right from door N and hit the Gravity Switch once, then head up the left wall and hit the Gravity Switch twice—you'll be on the right wall. Go through doors O, P, and Q, then grab the key.



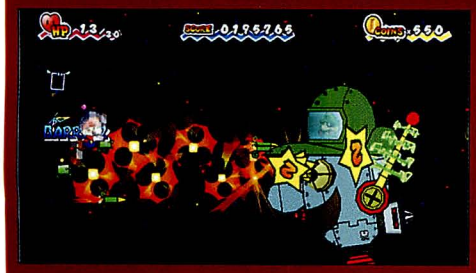
To find your way to the locked door S, backtrack to door O then go down and hit the Gravity Switch twice. Head up the left wall again and hit the Gravity Switch once. Go through door R, hit one more Gravity Switch, and save—the battle with Mr. L is ahead.

BOSS Mr. L

Who is that dashing, green-clad, mustachioed fellow? Whoever he may be, he is in league with Count Bleck and must be stopped. Time your jumps so that you don't collide with him, and bounce on his head a bunch of times. Mr. L has 40 HP and an unlimited supply of Shroom Shakes—keep the attacks coming so he can't heal himself. It's an easy fight (especially if you have Barry the Pixl), but don't get cocky—this is a two-parter.

Brobot

The next phase of the battle is a button-mashing shootout against Mr L.'s pride and joy, Brobot. Stay in 2-D for the battle, shooting at Brobot whenever possible. (Its HP is 255, so it will take a while.) Mr. L's minion has only a few attacks—dodge them at all costs, and stay as far to the left as possible to avoid being sucked into its mouth.



You'll notice five colors of Choco-Bar floating past you as you fight. Blue bars create a temporary barrier around you, yellow bars speed you up, red bars increase your firepower, green bars arm you with missiles, and purple bars allow you to shoot several projectiles at once. Pick up as many bars as you can to gain an advantage over the mechanical beast. Plus, use Carrie to enhance your mobility.

Heart Pillar 5

1 As soon as Chapter 4 ends, Tippi will collapse. She'll rest up for a while at Merlon's place, and you'll have to place the fifth Pure Heart without her. From Merlon's, head down the elevator to the first floor, then bomb the crack in the wall (if you haven't already) at the far right end. Flip to 3-D to enter the area behind the first floor.

2 Just to the right of the card shop called Catch a Dream, you'll see a sparkly rift in the wall—use Fleep to reverse it and uncover a blue ! Block. Hit the block; the wall behind it will crumble. Flip to 3-D and make your way across a bridge to Mirror Hall.

3 There are eight colored blocks in Mirror Hall—simply hit each one once to make the mirror in the middle shatter. After you flip to 3-D and head through the mirror, your entire world will appear to be a mirror image of itself.

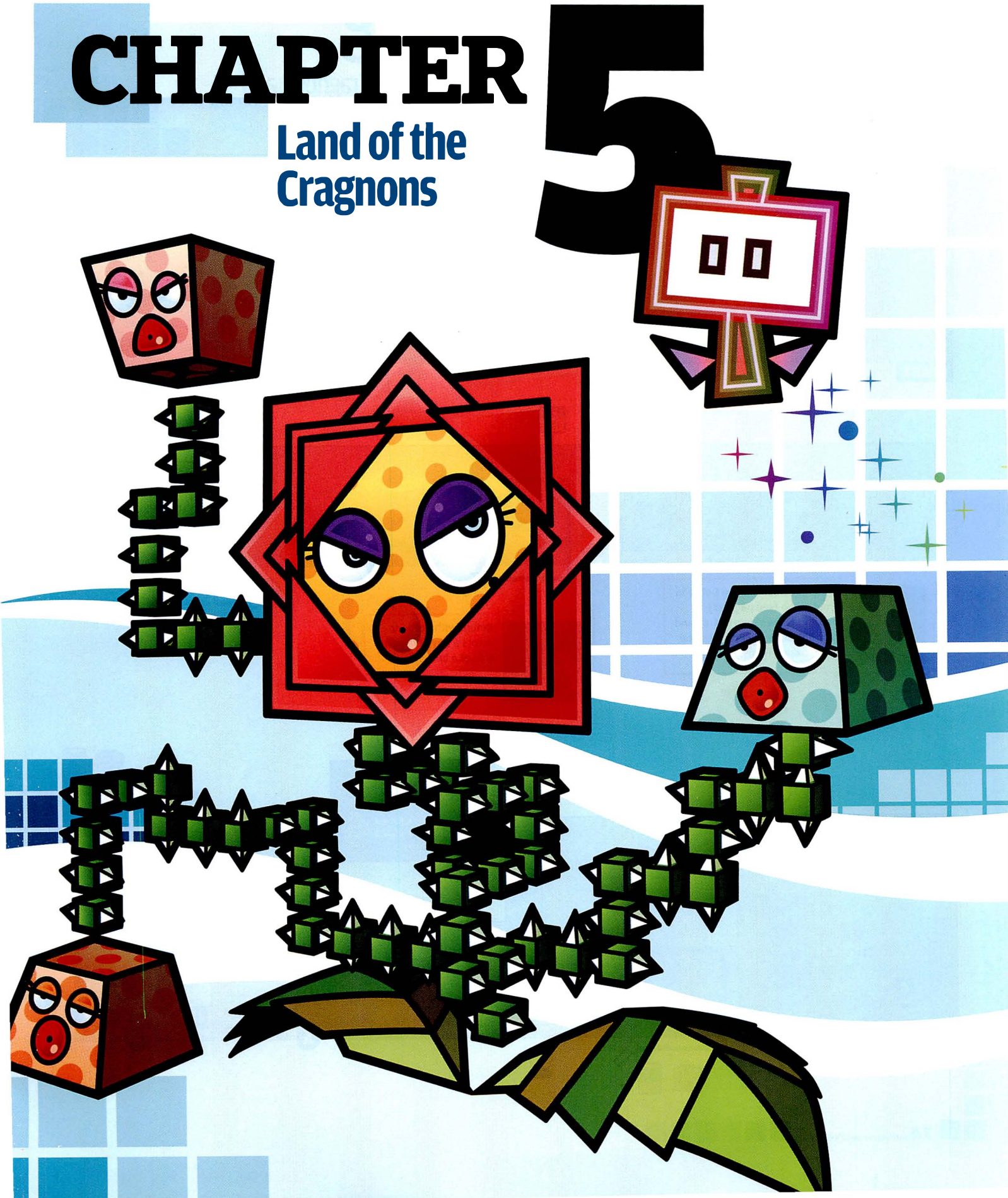
4 Exit Mirror Hall and cross the bridge—you'll be in a new town called Flopside. The town has its own shops and inhabitants, but its layout is a near-mirror image of Flipside.

5 Upon entering Flopside, head up the elevator to the second floor and meet the Flopside version of Merlon—he's called Nolrem. He'll explain a little bit about this strange new town, which from now on you can access whenever you like. When the conversation is over, feel free to explore Flopside and its many offerings.

6 From Nolrem's, head to the third floor of Flopside and place the fifth Pure Heart in the Heart Pillar. Once you do, you'll get word that Tippi's been revived, so head to the Flipside Tower to enter the fifth door and continue your quest.

CHAPTER 5

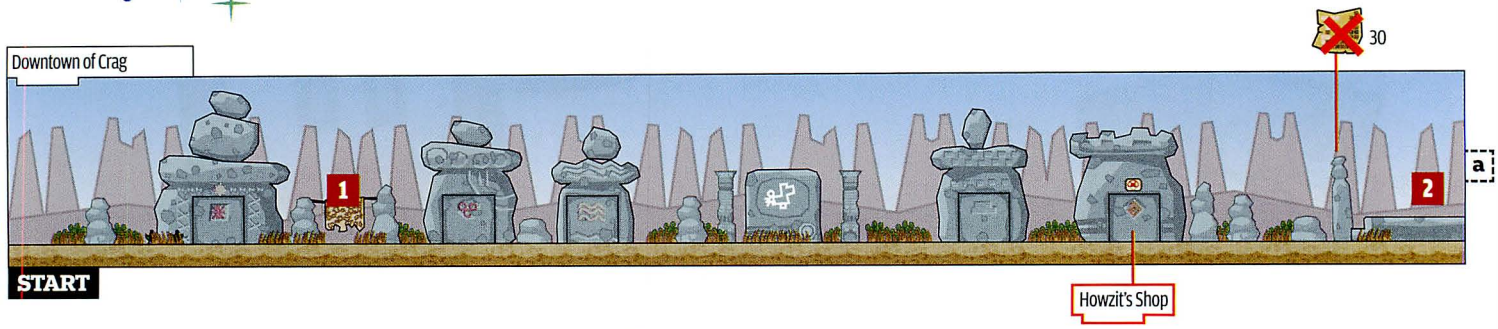
Land of the Cragnons

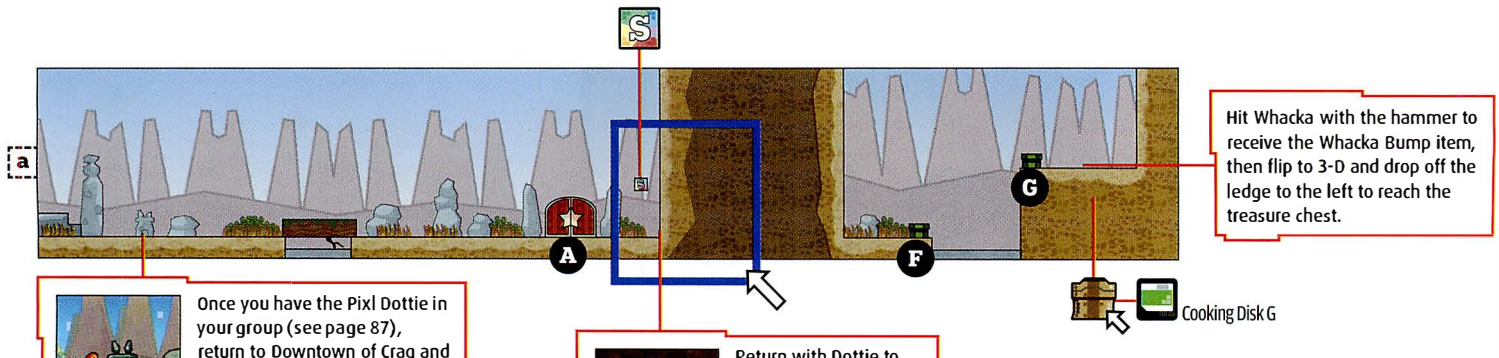


CHAPTER 5-1

Downtown of Crag

Our heroes have reached the prehistoric land of the Cragnons, and are called upon to save an ancient civilization from extinction.

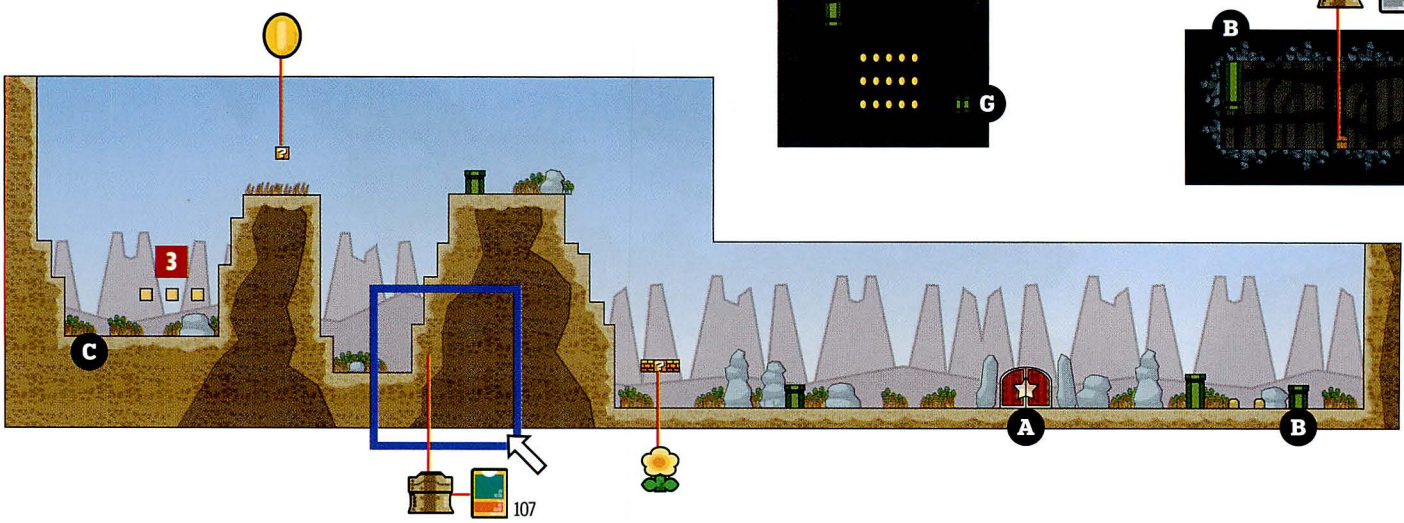


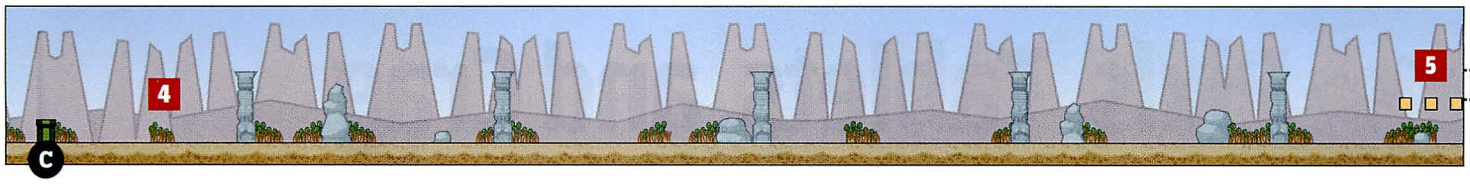


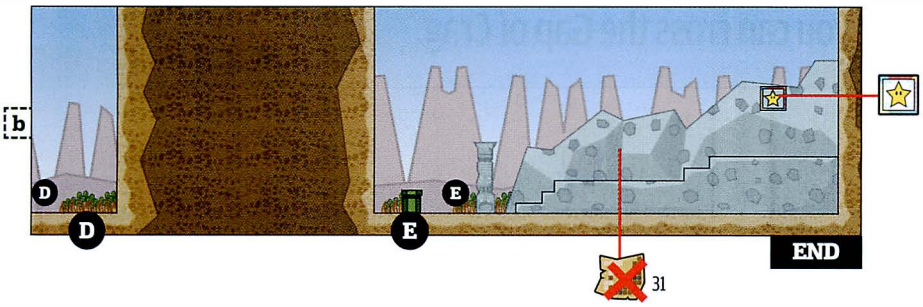
Hit Whacka with the hammer to receive the Whacka Bump item, then flip to 3-D and drop off the ledge to the left to reach the treasure chest.

Once you have the Pixl Dottie in your group (see page 87), return to Downtown of Crag and visit the store Itty Bits for some rare cooking items.

Return with Dottie to access a tiny hole in the side of a butte.







1 Soon after Chapter 5 begins, Marbald, the leader of the Cragnons, will ask for your help against the Floro Sapiens. Defeat the two outside Marbald's house by bouncing off their heads, then pick up the trail of the kindnapped Cragnons. (If you decline to help Marbald, you'll get some funny villager responses.)

2 At first, Downtown of Crag will be empty and all the doors will be locked due to the Floro Sapien invasion. But if you go through door A then return, the town will go back to its normal state. Speak with Jasperoid (at point 2) to gain information on how to solve some of the area's puzzles.

3 When you reach the three blocks at point 3, follow Jasperoid's advice by hitting the blocks in this pattern: left, right, middle. This will make pipe C appear.

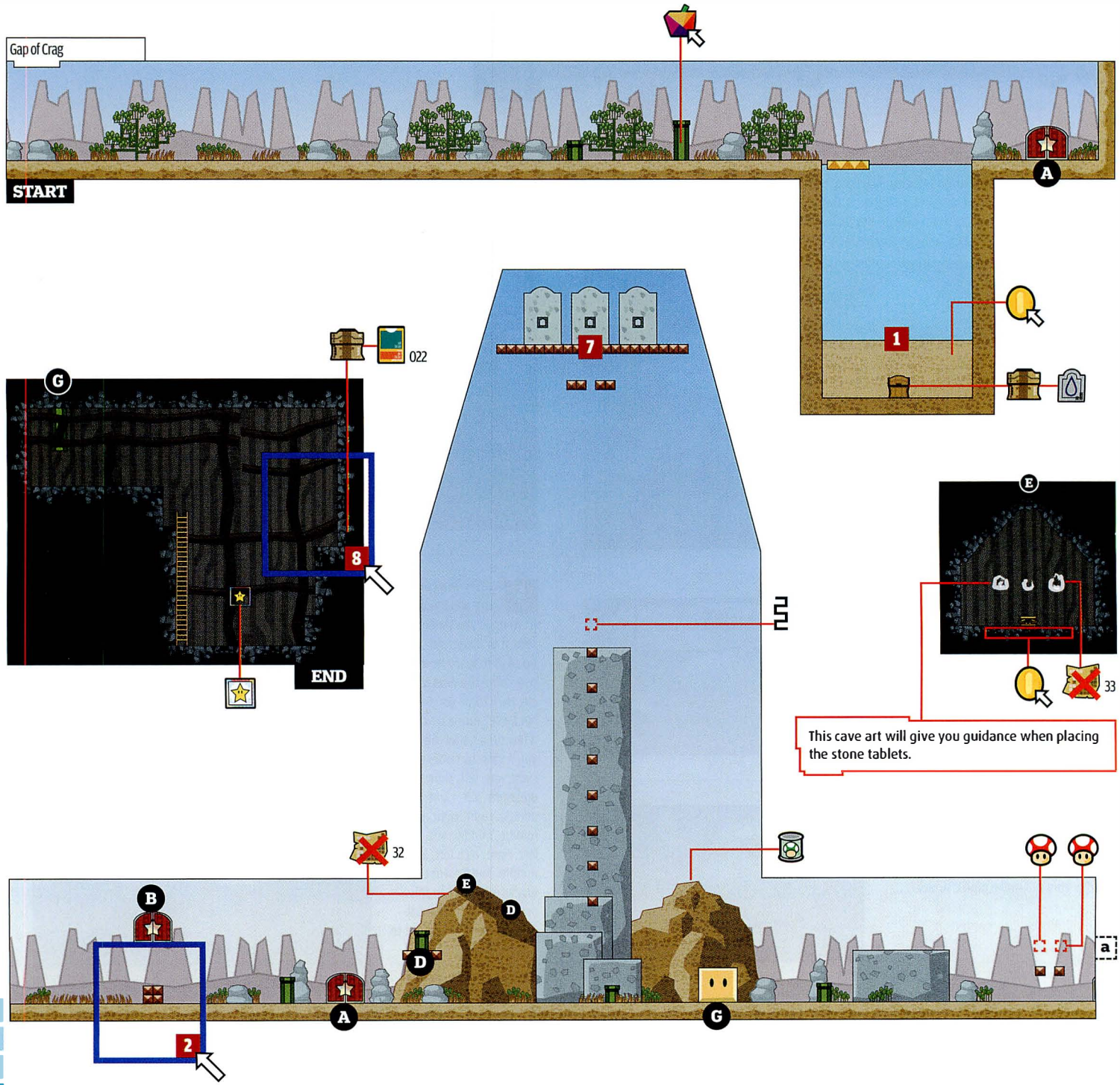
4 The Muths roaming the plains of Crag are large and in charge with a whopping 100 HP. But they're not difficult to defeat if you use Bowser's flame attack. Alternatively, you can flip to 3-D to bypass them, but you'll miss out on serious points.

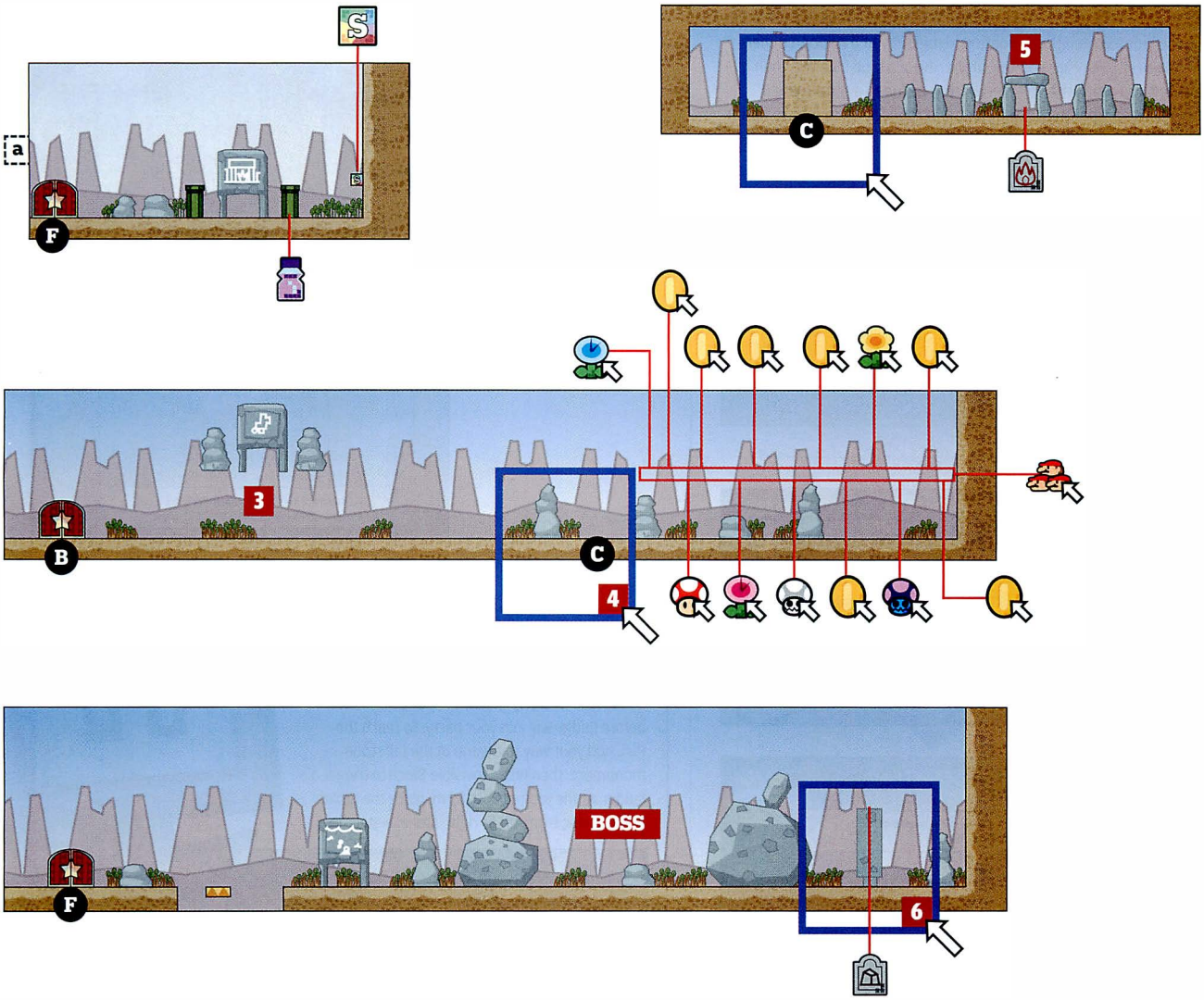
5 After you complete the block puzzle from tip 3, you'll need to return to Jasperoid (at point 2) to learn how to overcome the next obstacle. He'll force you to type "PLEASE" into a text editor a few times, then he'll give you a lengthy code: middle, right, left, left, right, middle, right, left, right, right, middle, right, right, left, middle, middle, left, left, left, right, left, left, left, middle, middle. Hit the blocks at point 5 in this order to reach the background, then head right to find the Star Block.

CHAPTER 5-2

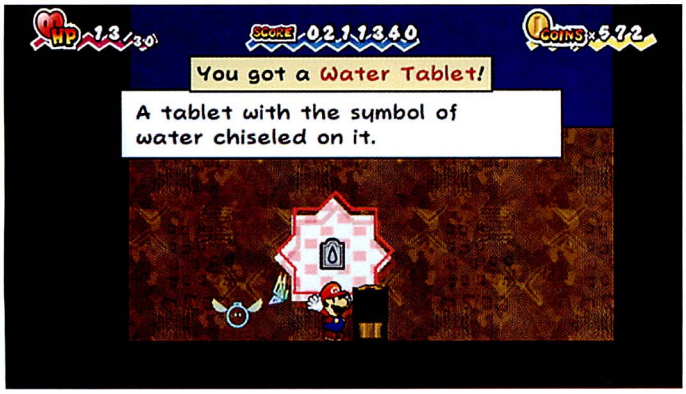
Pixls, Tablets, and Crag

Though reaching King Croacus's lair is your goal, you'll have to deal with a fetch quest before you can cross the Gap of Crag.



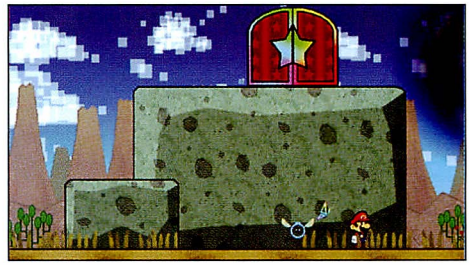


1 You'll need to hunt down three elemental tablets in the Gap of Crag. To find the Water Tablet, simply plunge into the first body of water you come across—the tablet is in a chest at the bottom.



2 FLIP TIP

To reach the door floating above the blocks, you must flip to 3-D then bomb the blocks from the third dimension. The blue ! Switch behind the blocks will grant you access to the door.



3 When you reach the video screen that's floating in midair, you'll notice a dimensional rift resting below it. Use Fleep on the rift to reveal a blue ! Switch, then hit the switch to create a platform to reach the screen—which is a clue to a puzzle you'll encounter later. (You can use Tippi's pointing power on the screen for more information.)

4 FLIP TIP

Flip to 3-D at point 4 to reveal a hidden path, as well as a number of ? Blocks. Whack the blocks to uncover treasure, then head down the path to an underground cavern.

5

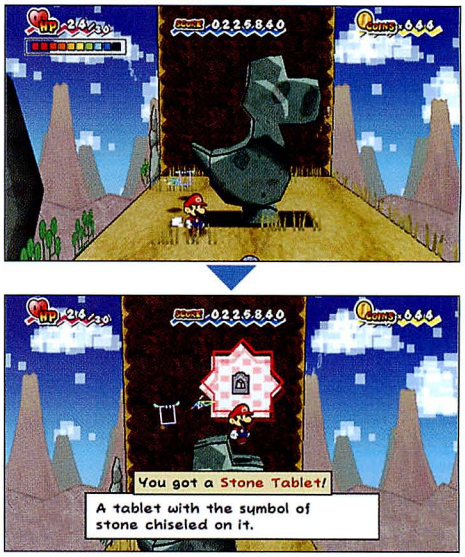
Underground, you'll find a Stonehenge-looking rock formation with a strange item underneath it. Use Tippi's pointing power (or recall a video-screen clue) to learn that it must be set ablaze. Use Bowser's flame breath to reveal the Fire Tablet.

BOSS O'Chunks

There are many ways to defeat the mighty O'Chunks—Boomer will damage him, as will Barry's attack. But the safest way to whittle down the boss's 40 HP is to grab him with Thoreau, then (you guessed it) throw him. O'Chunks will be stunned for a a moment, in which time you can land a blow on his head, then quickly clear the area before he counters. If you stay beyond the boss's reach and jump over his charge attacks, the fight will end in your favor.

6 FLIP TIP

Just beyond where you battled O'Chunks is what looks to be a stone pillar. Flipping to 3-D, however, will reveal its true form: a Yoshi statue! Follow the tip from the video screen you encountered earlier and run in a circle around the statue—you'll be rewarded with the Stone Tablet.



7 Cudge

You'll need all three tablets in your possession before Cudge will join your party. To reach the Pixl, find your way to the top of the tall stone monument, then hit an Invisible Block to trigger a ladder. At the topmost platform, place the tablets in this order, from left to right: stone, water, fire.

Not only can Cudge's hammer deal major damage to enemies; it can also destroy massive yellow blocks, such as the one blocking the pipe just below the stone monument.

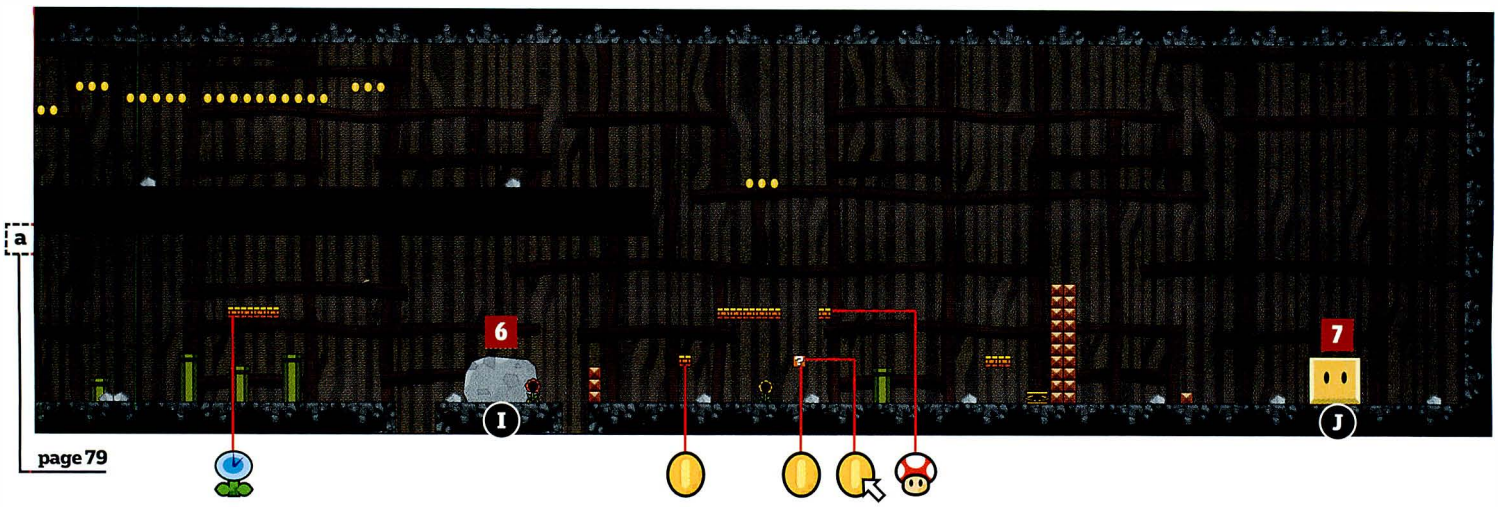
8 FLIP TIP

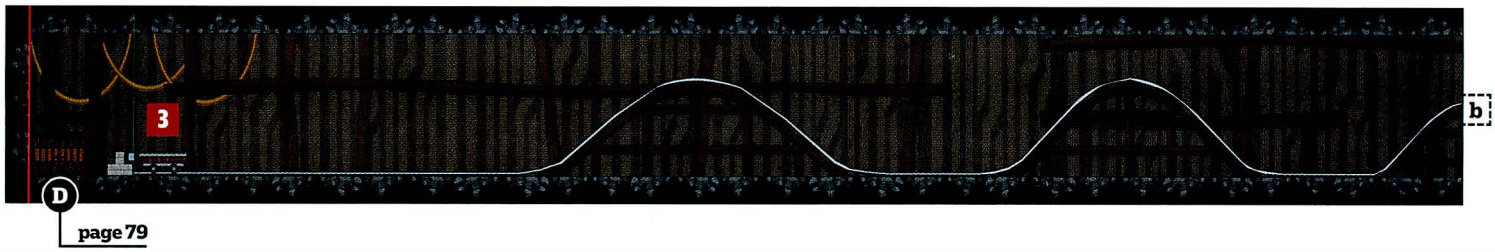
Before rushing to the Star Block below, use Peach to float across the gap and reach the ledge. Switch to Mario, then flip to 3-D to collect a Stone Buzzy card from the chest.

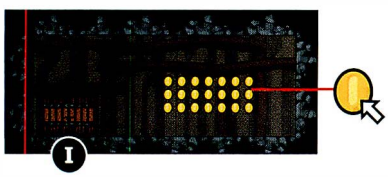
CHAPTER 5-3

A Crag in the Dark

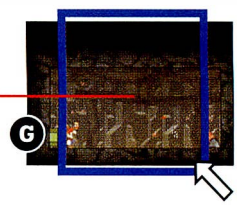
Hot on the trail of the Floro Sapiens, our heroes find themselves in an enormous cavern. How far down it goes nobody knows.

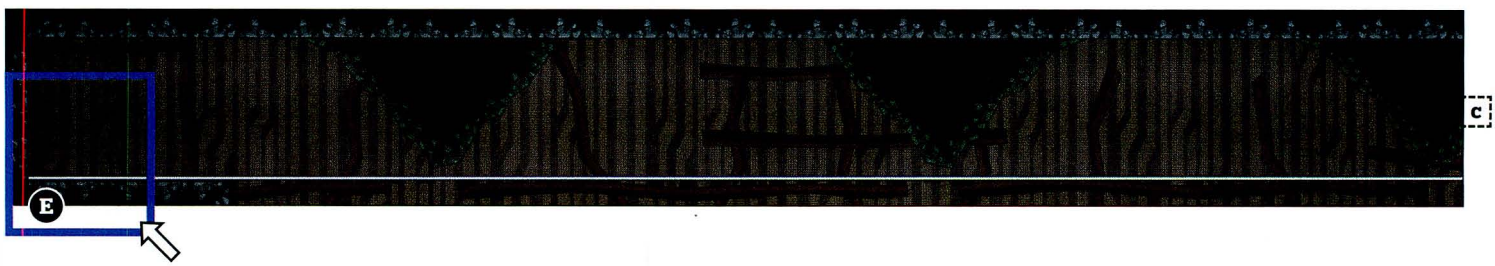


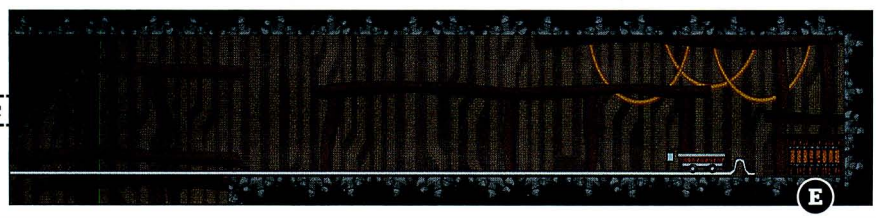


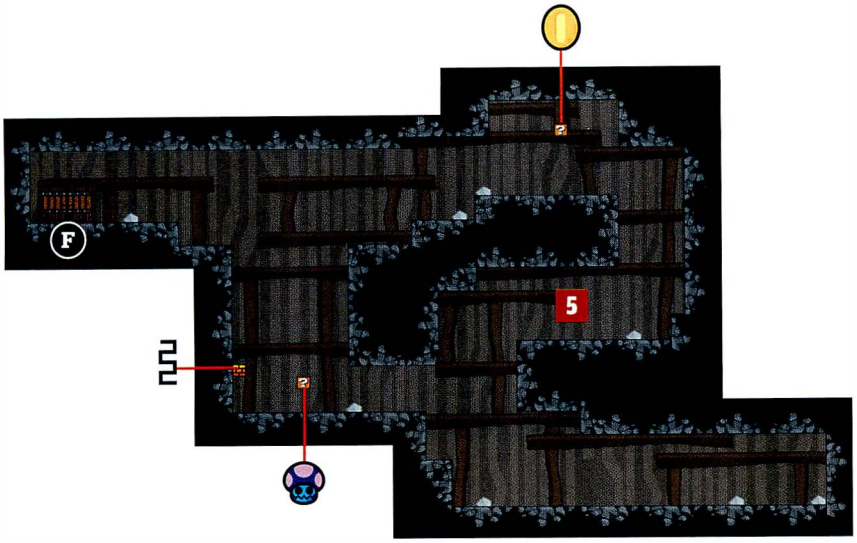


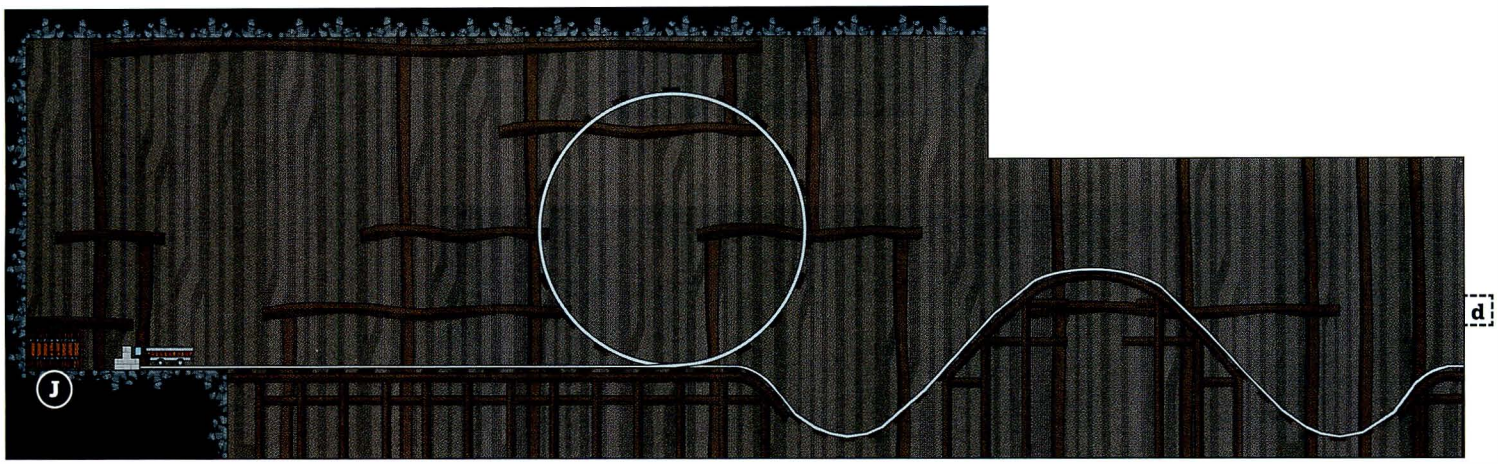
Stay away from the room through pipe F. In 3-D view, it's full of brainwashed Cragnons who will attack you. If you kill one, you'll lose points.











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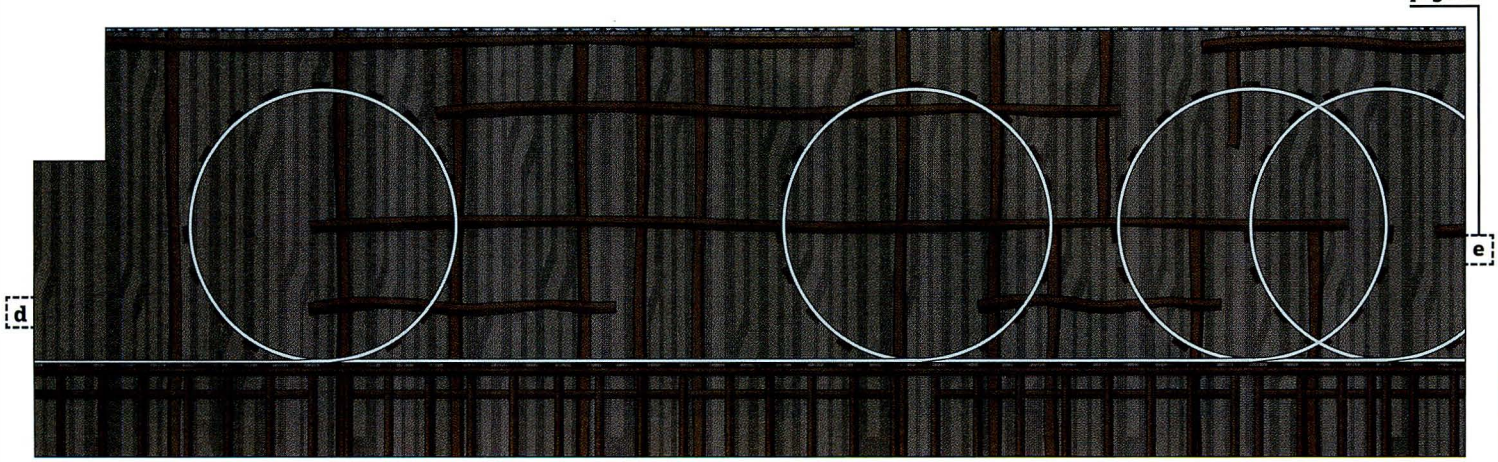

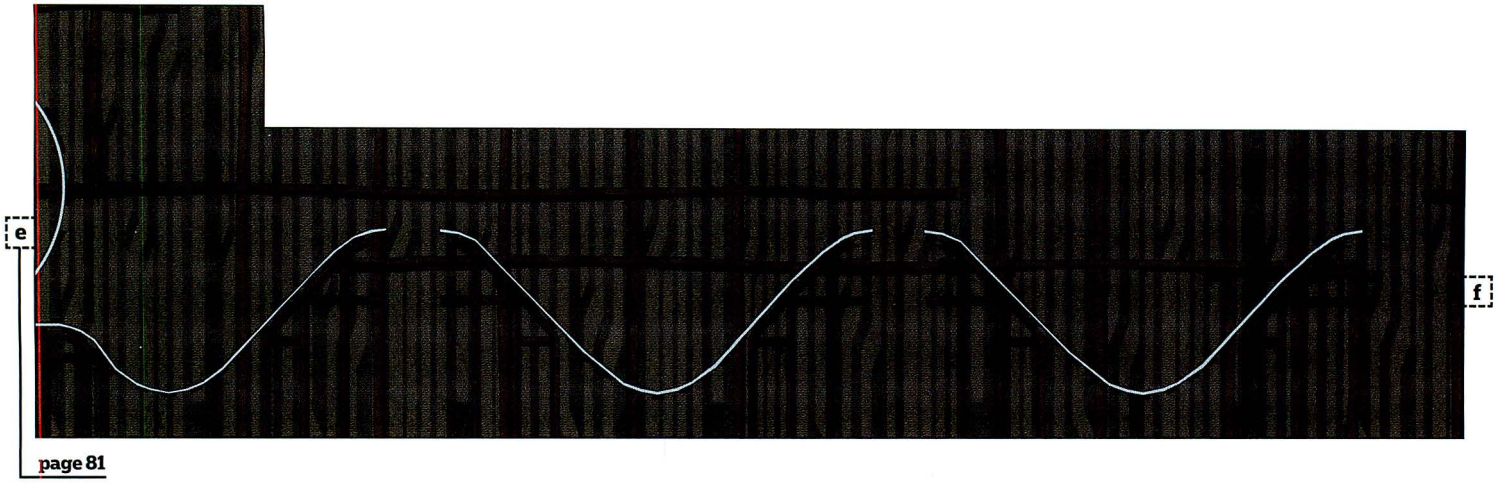

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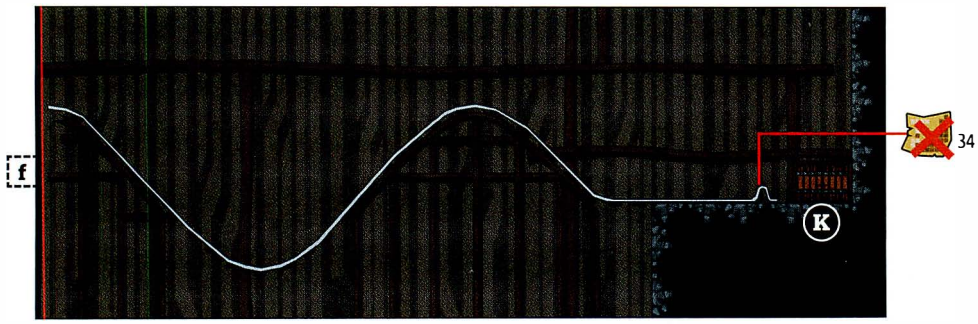

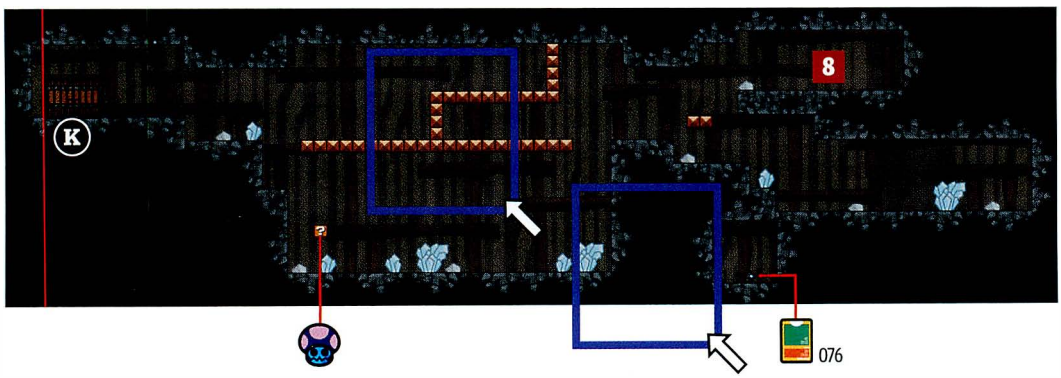

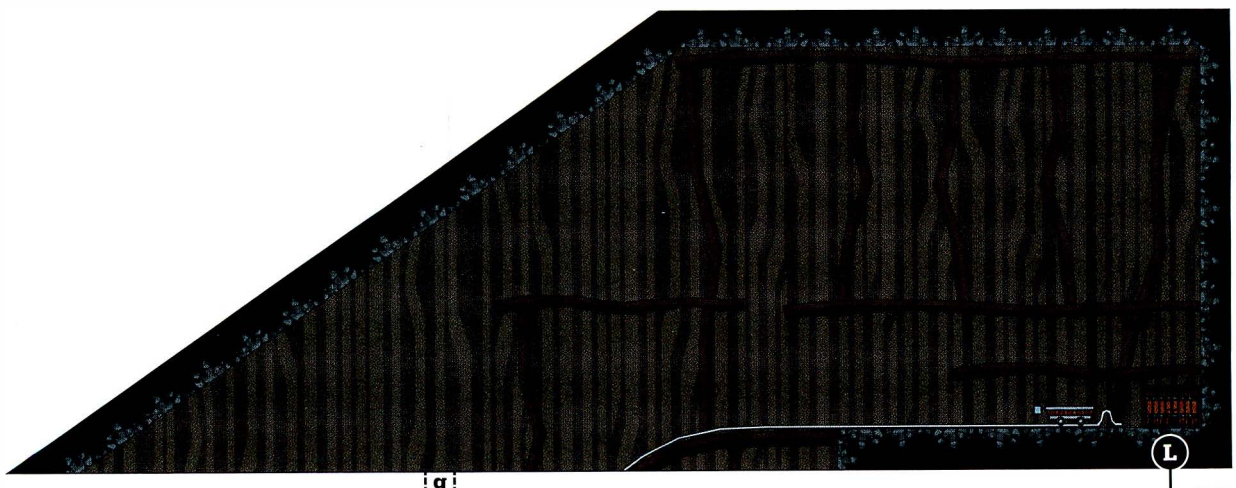

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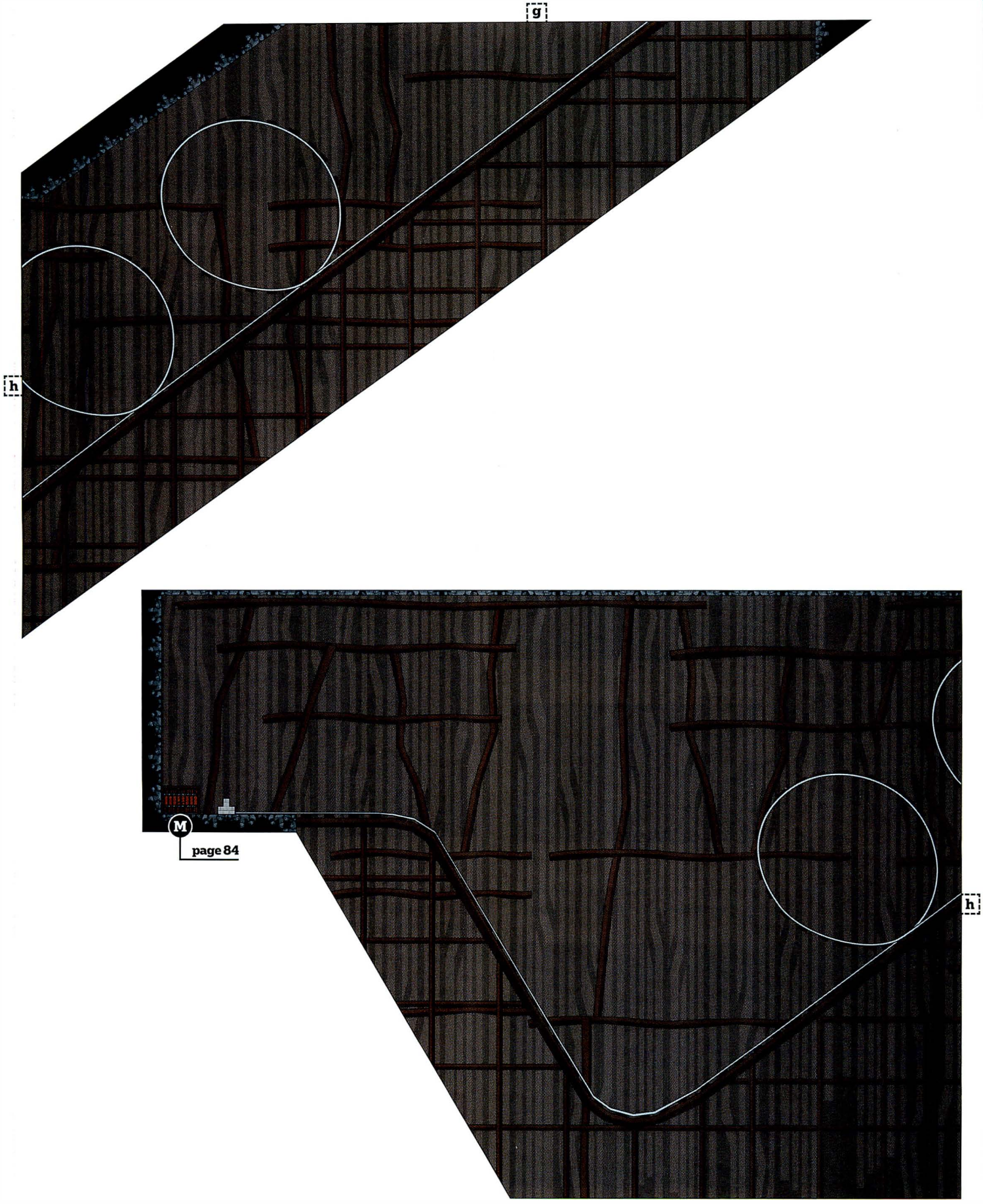
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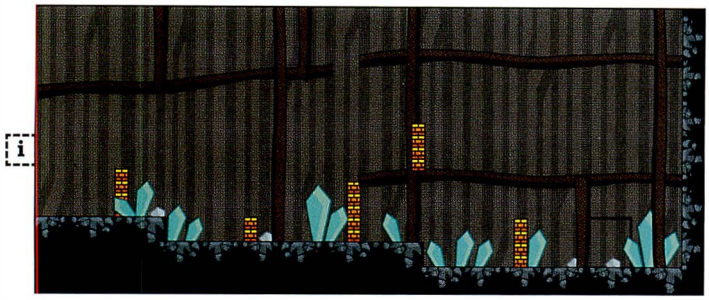
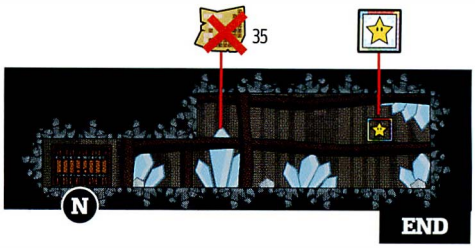
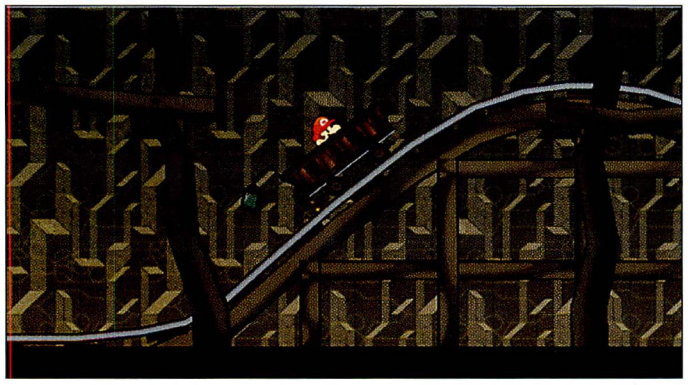




1 Flint Cragley (yes, *the* Flint Cragley) needs your help. Speak with the crag-vision superstar, then begin your quest to find his two missing crewmen. Cragley ho!

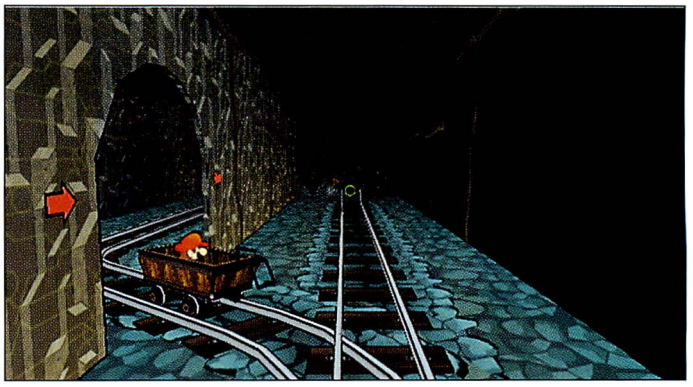
2 Hit the center block at point 2 to create a ladder to an upper path. This route is full of coins, but don't progress too far ahead—you'll need to backtrack to door C at some point.

3 The Floro Caverns are full of mine-cart tracks, like the one through door C. You will not face any danger while riding the mine carts—they simply serve the purpose of getting you from one point to another.



4 FLIP TIP

While riding the mine cart that begins near door C, flip to 3-D before you reach point D to take a fork in the track. The path will take you to door E and to your first crewman rescue. If you remain in 2-D, you'll end up at the pipe marked F—a dangerous dead end.



5 At point 5 you'll find one of Flint's crewmembers, Hornfels. Speak with him to send him back to Flint, then backtrack to door C. One down, one to go.

6 Near door C, you'll find a suspicious-looking boulder. Bomb it to reveal a door to a coin room. As in many of the coin rooms in the game, you'll collect more coins if you act in 3-D view.

7 Bust out Cudge to break the yellow block in front of door I. Go through it, and begin a long cart ride. There are no alternate paths, so just sit back and enjoy the ride.

8 After you head through door J, stay on the blocks rather than dropping to the area below, and flip to 3-D to bomb your way through. On the other side you'll find Monzo, Flint's second missing crew member.

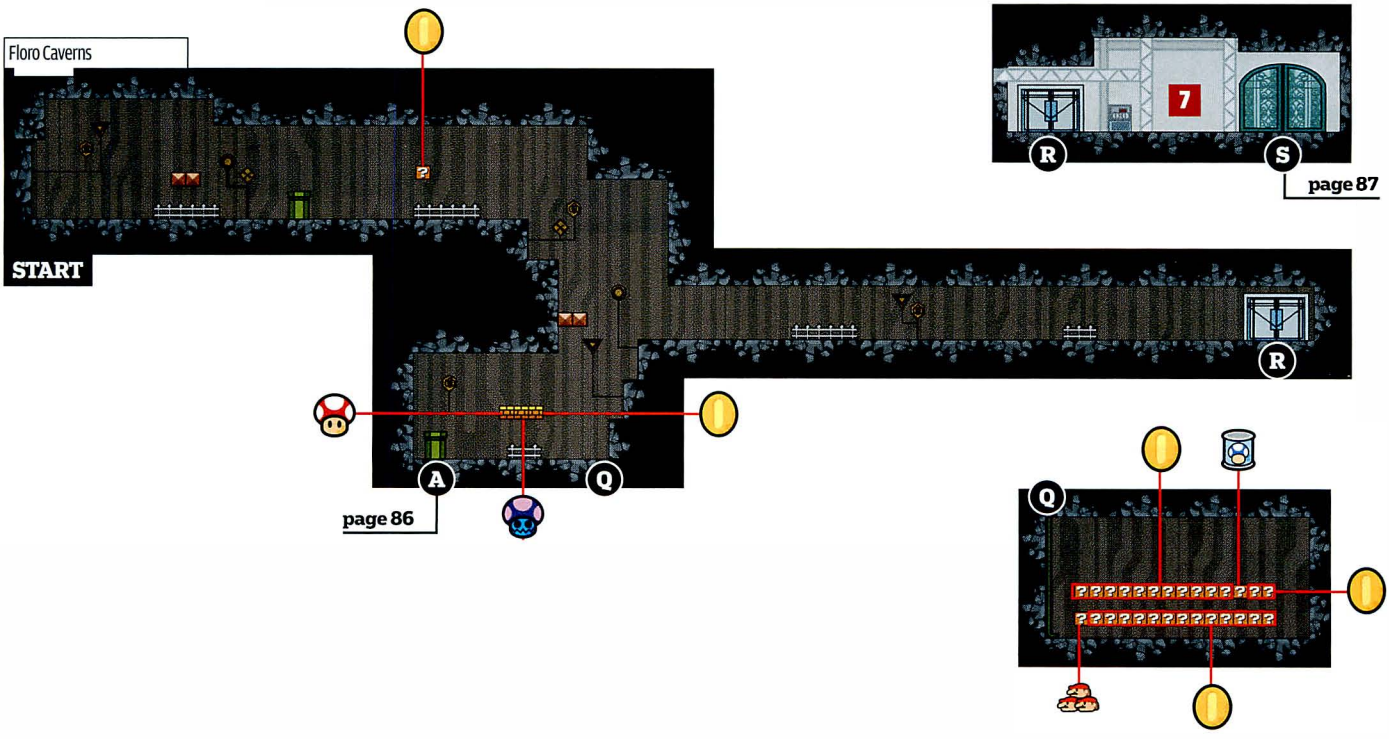
9 Once you've spoken with both found crewmen, return to Mr. Cragley—he'll reward you with a Cave Key. Take the key to the locked door K (near pipe A) and get ready for another lengthy cart ride.

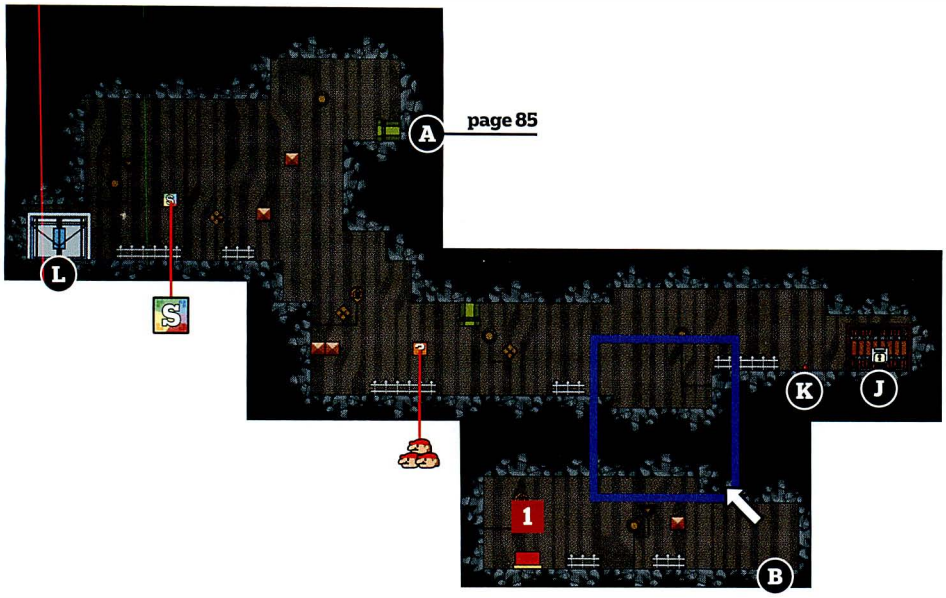
After the final cart ride, go through door L and flip to 3-D. You'll find a yellow block in the third dimension—hit it with Cudge, then flip back to 2-D and collect the Mega Star. Another 3-D-only yellow block is obstructing the door to the exit.

CHAPTER 5-4

The Menace of King Croacus

In the depths of the caverns, brainwashed Cragnons are doing the bidding of King Croacus—it's up to Mario and crew to save them.

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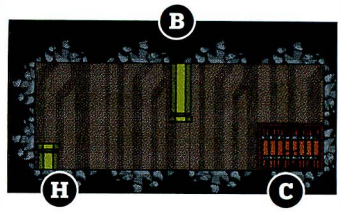
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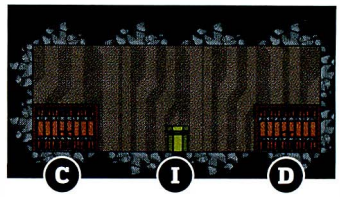
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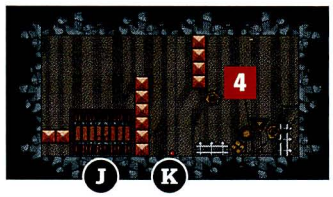
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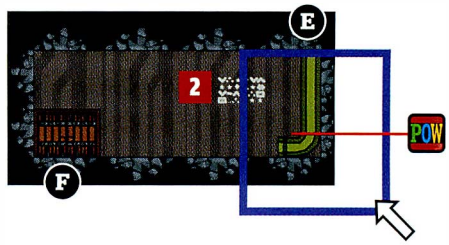
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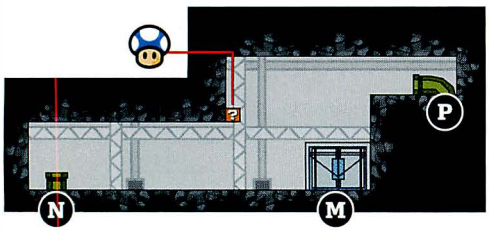
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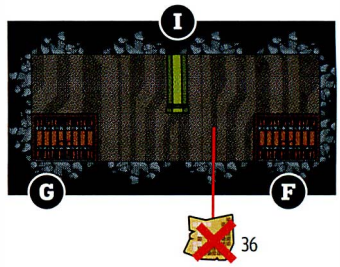
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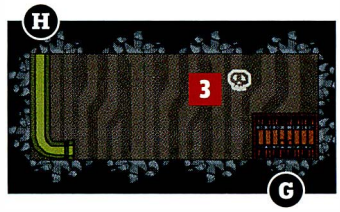
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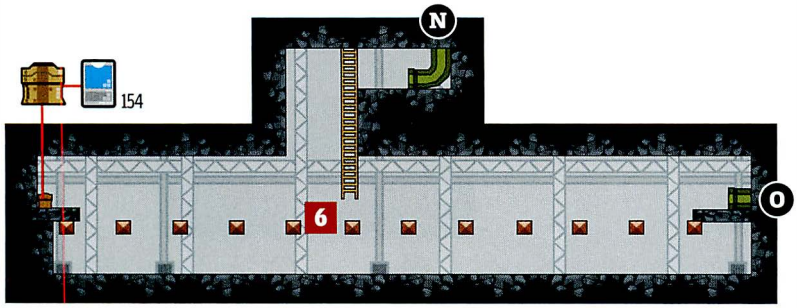
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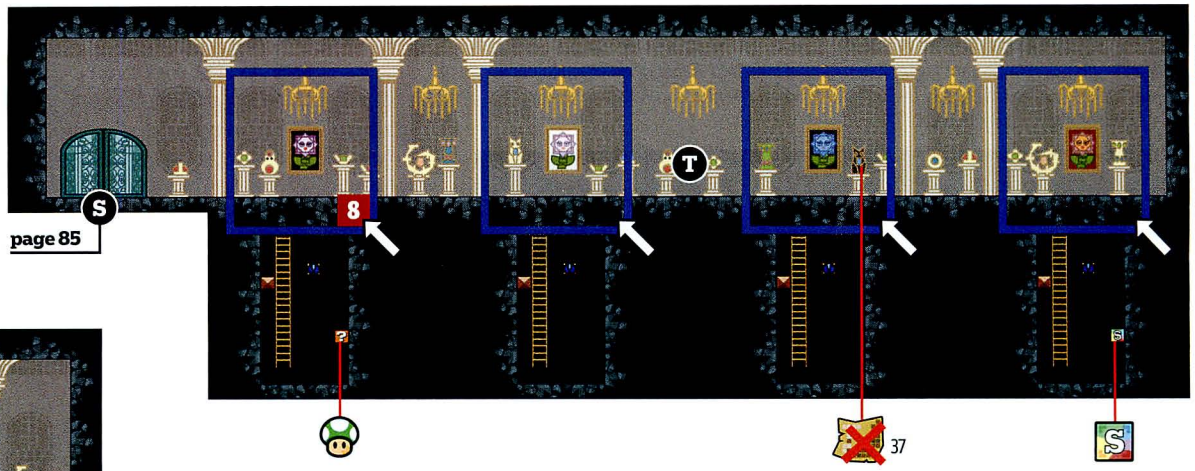
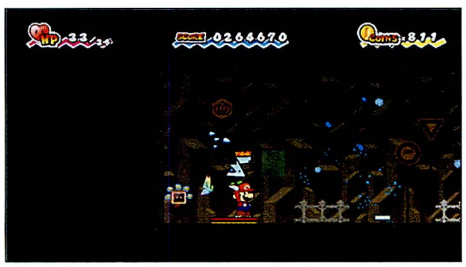


1 To reach the room below, you must flip to 3-D then fall down the pit. It will take the weight of two characters to depress the red switch in the room—equip Thoreau, then grab a brainwashed Cragnon and stand on the switch.

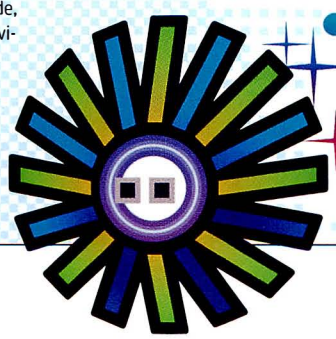


2 Once you drop through pipe B, follow the maps closely to reach point 2. Use Tippi's pointing power on the wall to decode the ancient text—it's a clue regarding the skull drawing at point 3.

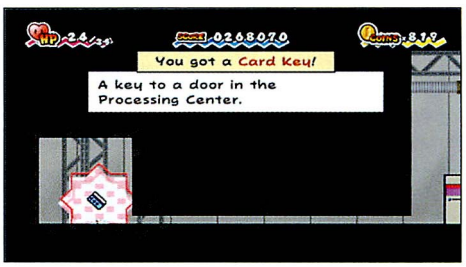
3 At point 3, use Fleep on the skull drawing to reveal a Cave Key. Head through pipe H then pipe B to find your way out of the maze. Flip to 3-D to access the ladder, then make your way to door J—a new Pixl waits behind it.

4 Dottie

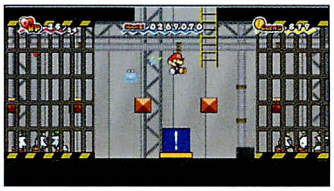
Dottie's ability to shrink Mario and friends will not only be useful in solving many of the puzzles in Floro Caverns—it will help you reach new areas in Flipside, Flopside, and even in previous chapters. To exit the room in which you found Dottie, shrink yourself then use the tiny red door marked K.

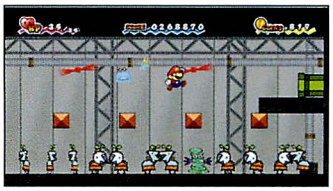


5 Make your way through door L to the processing center, then shrink yourself and enter the tunnel on the left. Collect the Card Key then use it to unlock door M.



6 Equip Thudley to thwomp the large blue ! Switch and raise the gates, but beware—you'll be surrounded by brainwashed Cragnons. Stay on the blocks, making your way left to grab the Floro Cragnien card then right to meet O'Chunks in another battle.



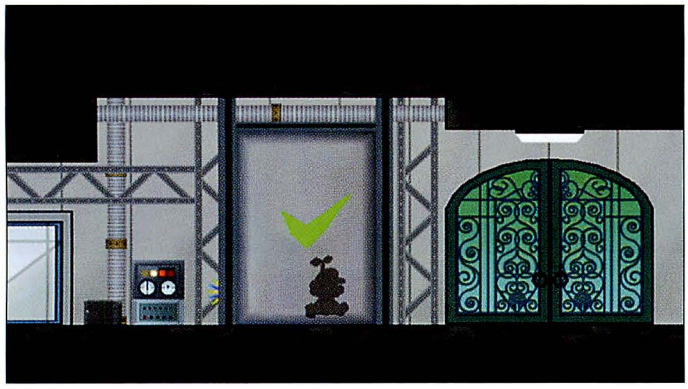


BOSS O'Chunks

This is pretty much the same battle as before, but O'Chunks is slightly stronger (60 HP) and faster. Use Thoreau to grab him and throw him, then bounce off the stunned O'Chunks's head.

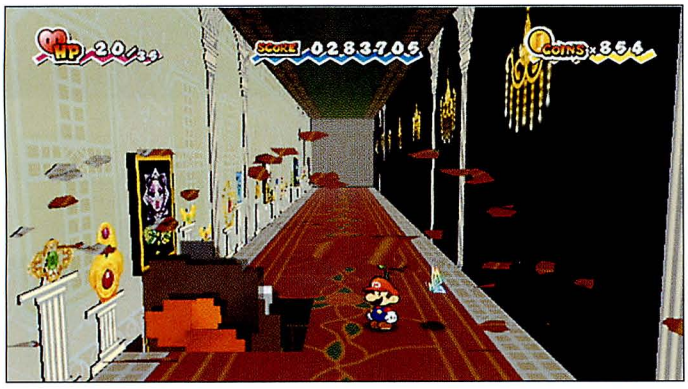
O'Chunks's speed will make his jumps more difficult to dodge. If you're having trouble, equip the Pixl Barry and spin right as O'Chunks is about to land on you.

7 Once you've beaten the veggified O'Chunks, you'll earn his Floro Sprout (accessible in the Important Things menu). Equip the Floro Sprout, then head to door R—you'll have no problem passing through the scanner. The next door will lead you to the fortress of King Croacus himself.



8 FLIP TIP

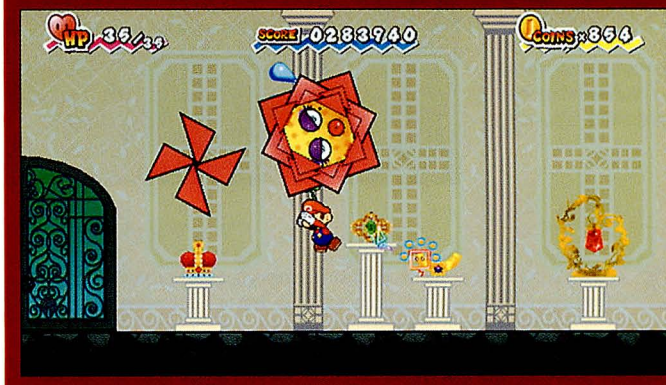
Through door S, you'll reach a hall with four paintings in it. Flip to 3-D then bomb the cracks in front of each painting to uncover four pits. Drop down each pit (they're nearly identical), stand on the block near the ladder, and use Thoreau to change the switch's color to match the painting overhead. Once the colors are correct, a door will appear in the hall.



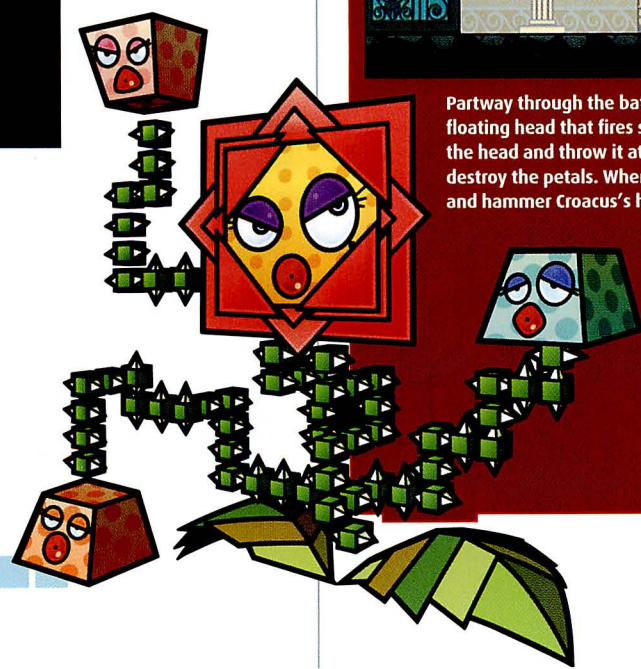
Be sure to save in the pit at the far end of the hall—a boss battle lies ahead.

BOSS King Croacus

To damage King Croacus, you'll need to attack his head when the petals are open. Rather than hitch a ride on one of the smaller vines to reach the head, simply use the boss's own parts against him. Use Thoreau to grab one of the vines—or Croacus's head itself—then jump and throw it at the other parts to deal damage.



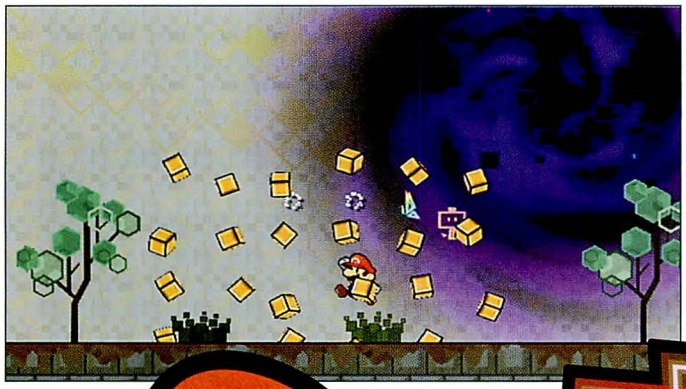
Partway through the battle, King Croacus will change form into a floating head that fires spinning petals at you. Use Thoreau to grab the head and throw it at the petals; this will damage the head and destroy the petals. When there are no more petals, switch to Cudge and hammer Croacus's head to inflict major damage.



Heart Pillar 6

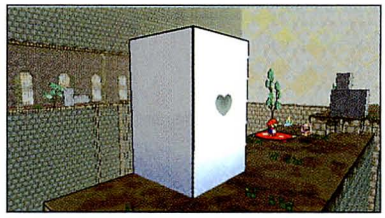
1 Your next stop is the Flopside Outskirts. The entrance to the area is on the second floor, across from Nolrem's house. Flip to 3-D, then go through the gate—much like you did to reach the Flipside Outskirts.

2 On the Flopside Outskirts second floor, look for a large yellow block, and smash it with Cudge. A warp pipe leading down to the first floor will appear.

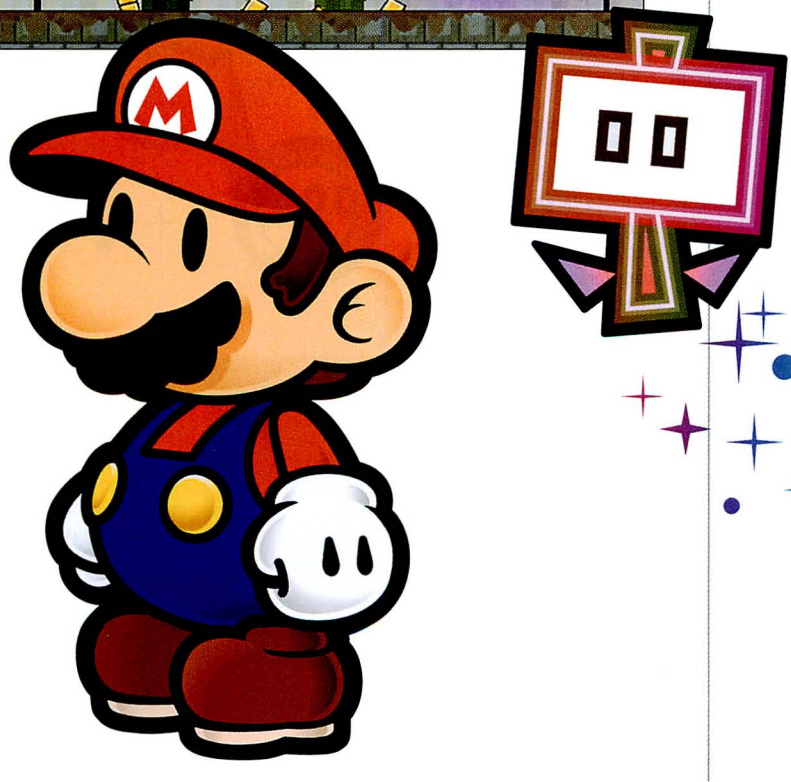


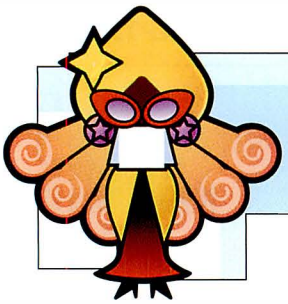
3 FLIP TIP

On the first floor of the outskirts, flip to 3-D to find a bridge that leads to a new area, then use Dottie to get through a small opening. Stay in 3-D to find another yellow block, and smash it with Cudge to reveal a red switch.



All that's left to do is to step on the red switch—the sixth Heart Pillar will appear right next to it.





Piccolo Side Quest

A Request from Merlee

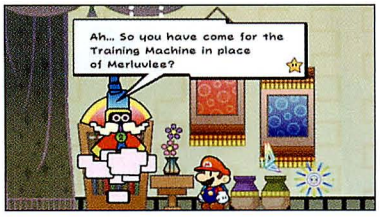
After you place the sixth Pure Heart, stop by Merlee's House of Charms, located on the second floor of Flopside (near Nolrem's place). Merlee normally sells only charms, but if you hop over the crystal ball and speak with her off the record, she'll ask for your help. Accept her offer, then head to Merluvlee's establishment in Flipside.

Merluvlee's Errand

Merluvlee resides at the Fortune Teller's Fortress, on the second floor of Flipside. Hop over her crystal ball and speak with her to learn about the next leg of this quest. From Merluvlee's place, head to the Flipside Tower and through the red door to Chapter 1-1.

Bail Out Bestovius

Bestovius's house lies at the end of the first area in Chapter 1-1. Speak with the Flip Wizard—he'll send you on a quest to Watchitt's house for the You-Know-What. You must complete the quest before he'll hand over the Training Machine.



Watchitt's Wish

Use the Return Pipe, then re-enter the red door and select Chapter 1-2. Head to Yold Town, where you'll find Watchitt. He'll hand over a paper that he wants Merlumina to autograph. It's off to Chapter 1-4.

Merlumina's John Hancock

You'll need to replay Chapter 1-4 in its entirety. When you reach the Star Block, stand underneath it to make the longwinded Merlumina appear. Listen to her babbling until she signs the paper and it becomes the Autograph item.

Retrace Your Steps

You can deliver on your promises at last. Revisit Watchitt, then Bestovius, then Merluvlee to finally get the Crystal Ball. Return to Flopside and deliver the Crystal Ball to Merlee, who will return the favor by giving you a free charm and the Random House Key. Take the key to the locked door on the first floor of Flopside, and unlock the door to find a secret Pixl.

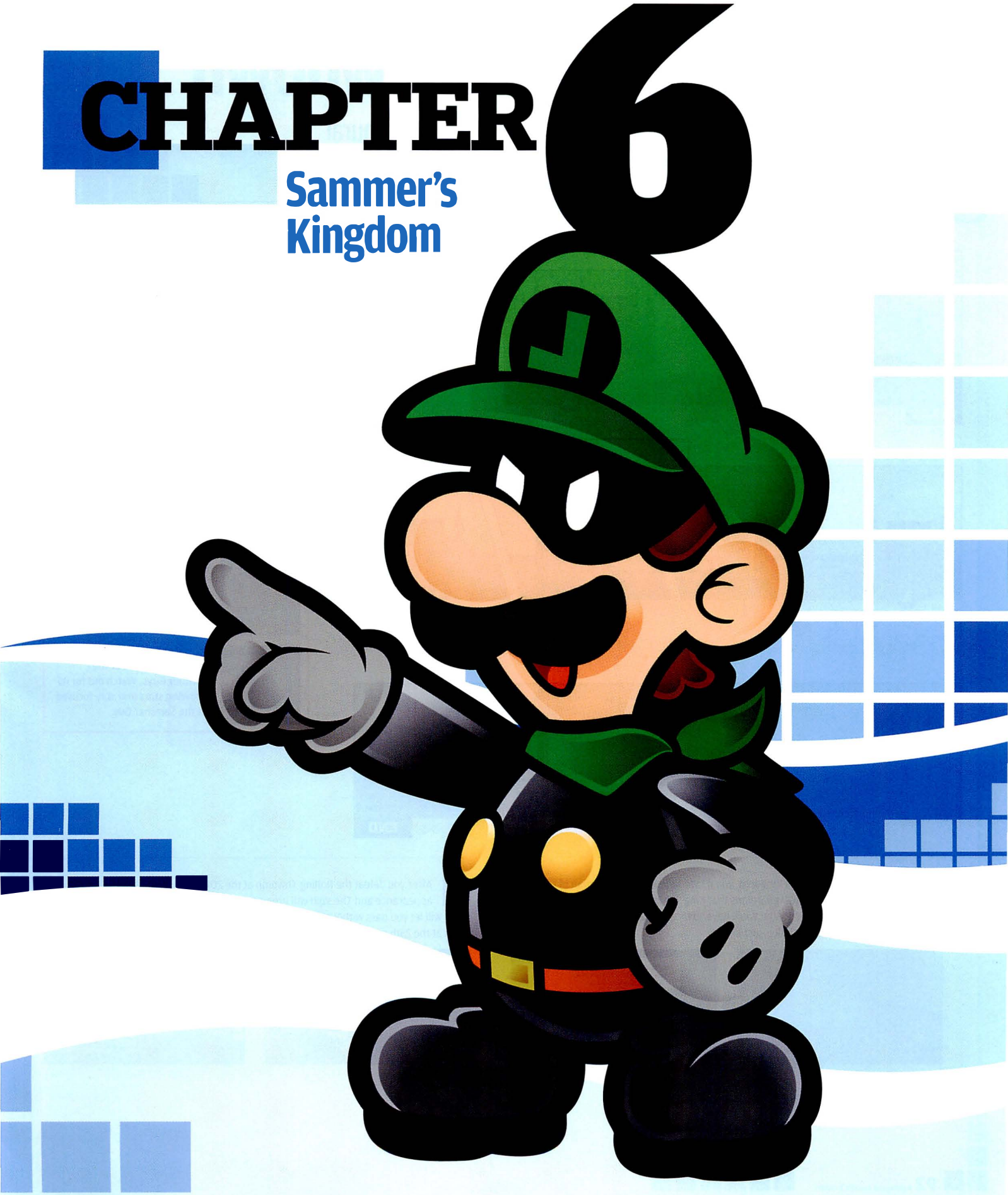
Piccolo

Piccolo's most obvious powers are related to the game's music and sound effects, but the Pixl has practical benefits as well. If your character is afflicted with a status effect, simply play Piccolo's medley to remove the ailment.

At a couple of spots in the game, playing Piccolo's medley will reveal treasure. For example, look for the Piccolo icon on the third floor of the Flipside Outskirts, and play the medley to get a rare Merlee card.

CHAPTER 6

Sammer's Kingdom



CHAPTER 6-1

Sammer Guy Showdown

The Void looms large as the ensemble enters a samurai kingdom straight out of Kung Fu theater.

The first nine Sammer Guy battles are very similar. Cudge's hammer should be your weapon of choice, especially against foes with spikes on their helmets.

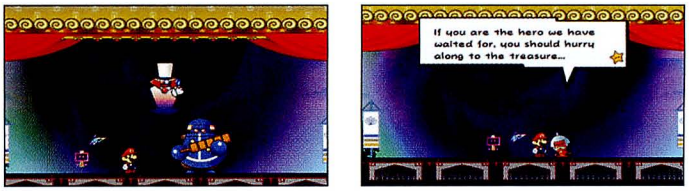
The guardian of the 10th gate is larger than his predecessors, and has a much longer attack range. A few well-timed jumps on the head are your best bet.

At the 18th gate, you'll face Hairy Arantula in the Grass. He's tiny and quick—one thonk of the hammer will do him in.

Occasionally a Ninjoe will appear to aid one of the Sammer Guys. Watch out for its throwing stars and stay focused on the Sammer Guy.

1 Upon entering Sammer's Kingdom, you'll face Jade Blooper, guardian of the first gate. He is the first of 100 guardians that King Sammer wants you to defeat before he'll hand over the Pure Heart. You'll have to face only 20 before the chapter ends, but bring along a few Shroom Shakes just in case.

2 After you defeat the Rolling Thwomp at the 20th gate, Count Bleck will make an appearance and The Void will grow even larger. The guardians of the next five gates will let you pass without challenging you. Keep moving until you reach the Star Block at the 25th gate to end the chapter.

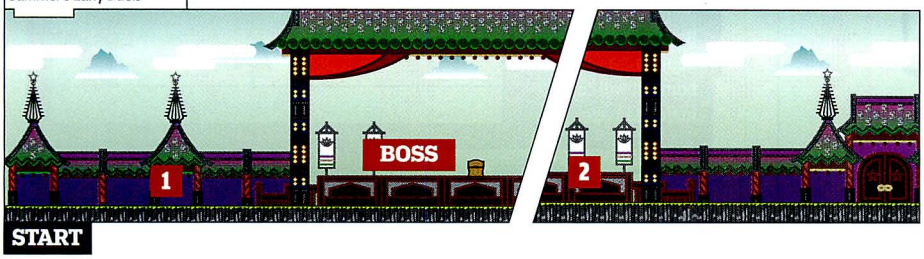


CHAPTER 6-2

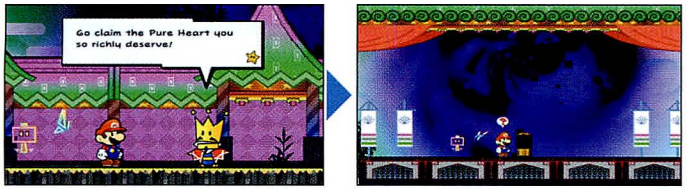
The End of a World

With the doom of the Sammer Guys' kingdom at hand, a familiar foe will do her best to stall you.

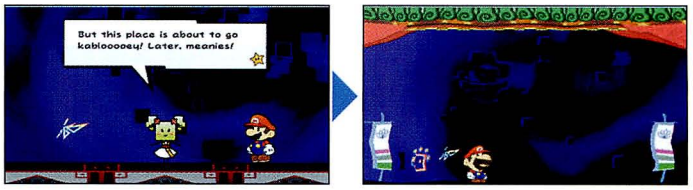
Sammer's Early Duels



1 As Chapter 6-2 begins, you'll run into a fake King Sammer who offers you the Pure Heart even though you've defeated only a quarter of his Sammer Guys. Open the chest to reveal Mimi, then engage her in battle.



2 With Mimi defeated, continue on your path to King Sammer. Unfortunately, though, you will not reach him. At the 30th gate, The Void will reach its mature state and destroy the kingdom of the Sammer Guys—with you still in it.



BOSS Mimi

As Peach, press down to stay under the cover of her umbrella—you'll be invincible against Mimi's rubee attacks. When there's an opening, use Thoreau to grab rubees and throw them at Mimi.

Though Mimi will flip between 2-D and 3-D a lot, stay in 2-D. The battle is much easier there, and you can destroy her crystals no matter which dimension she's in.

Return to Flipside

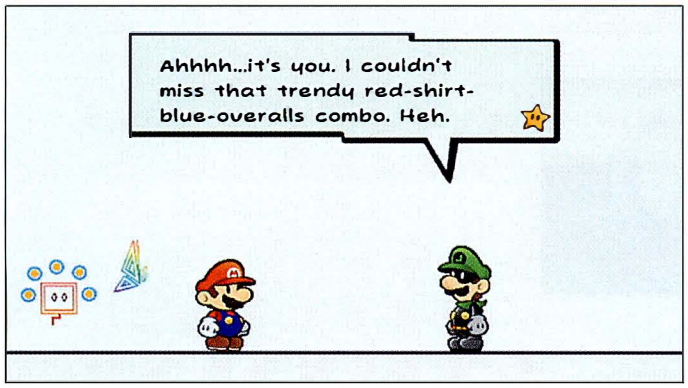
Somehow, you'll find yourself back at Flipside Tower. The door to Chapter 6 still exists, but what now lies beyond it is anyone's guess.

CHAPTER 6-1

Desperate to find King Sammer's Pure Heart, our heroes return to chapter 6-1, to the now-decimated kingdom of the Sammer Guys.

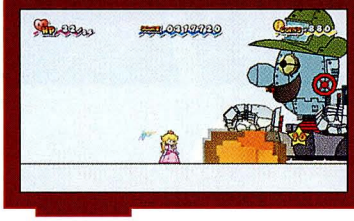
An Empty World

Before heading back through the Chapter 6 door, go down one level and save—another boss battle lies ahead. You'll find only white space as far as the eye can see in the new Chapter 6. Keep moving right (Use Carrie to make faster progress) until you reach the Pure Heart.



BOSS Brobot L-Type

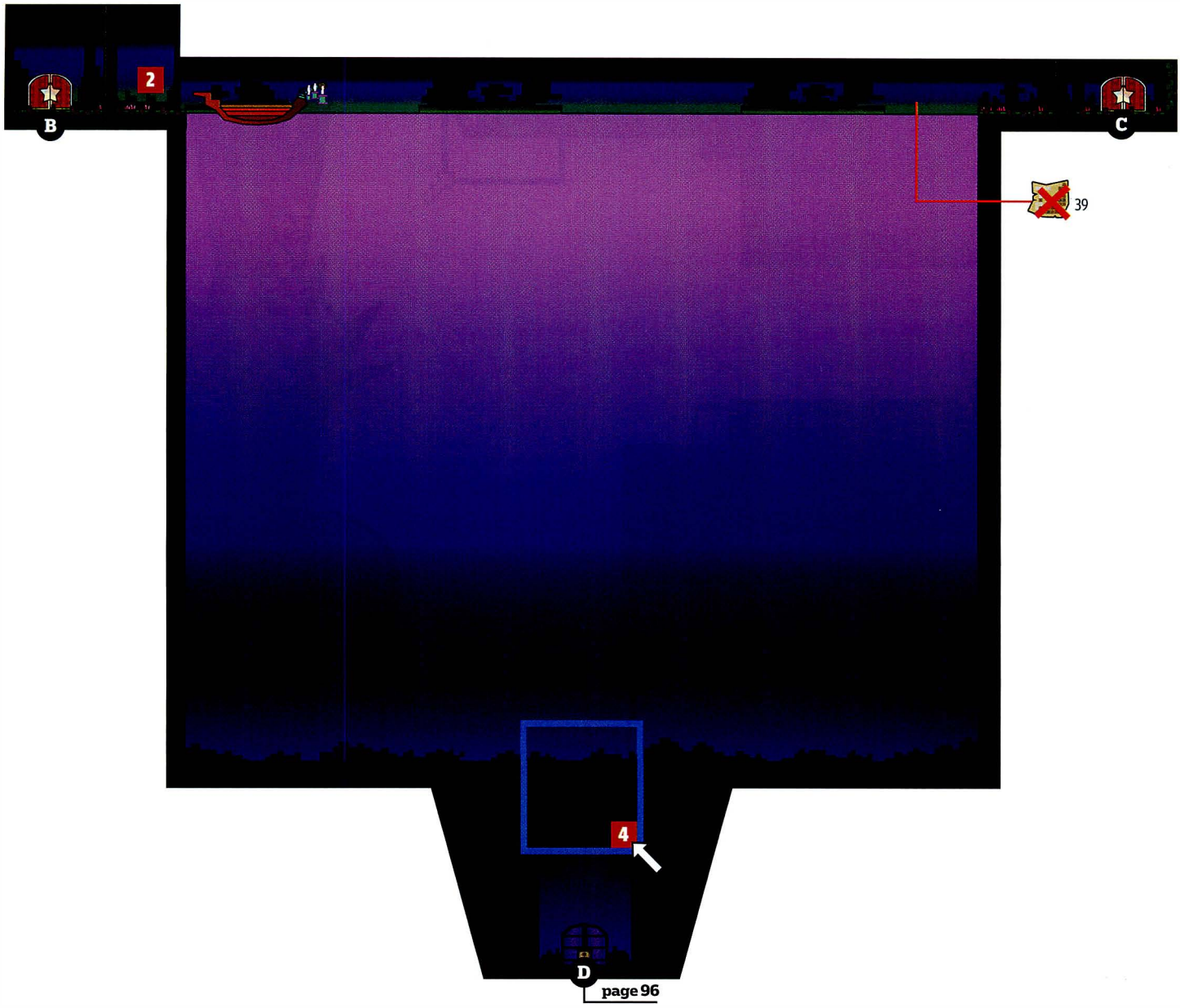
Peach's umbrella can block all of Brobot's attacks except his inhaling ability. Stay under cover, and drop bombs to damage Brobot. If the boss happens to suck in a bomb, it will cause major damage.



Each of Brobot's attacks has a give-away. For instance, it will open its mouth a second before inhaling. Use the time to get out of its range.

Into the Underwhere

With Brobot L-type defeated and the lifeless Pure Heart in hand, stock up on items in Flipside then return to Merlon's place. From there, you'll be the victim of a surprise attack by Dimentio, and wind up in The Underwhere with only Mario left in your party. You'll need to visit Queen Jaydes, ruler of The Underwhere, to find a way out.



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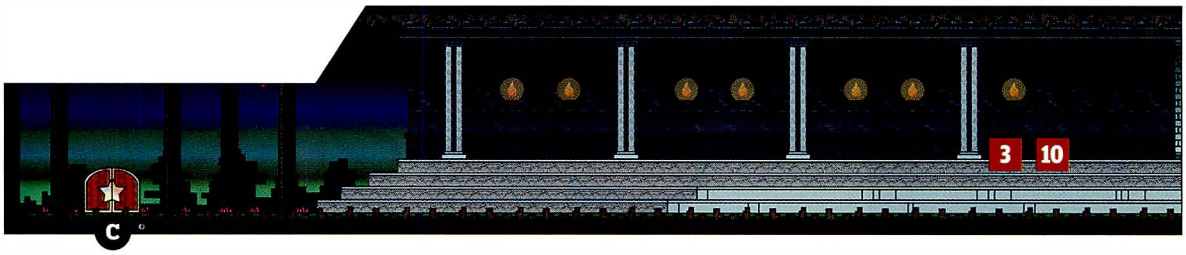

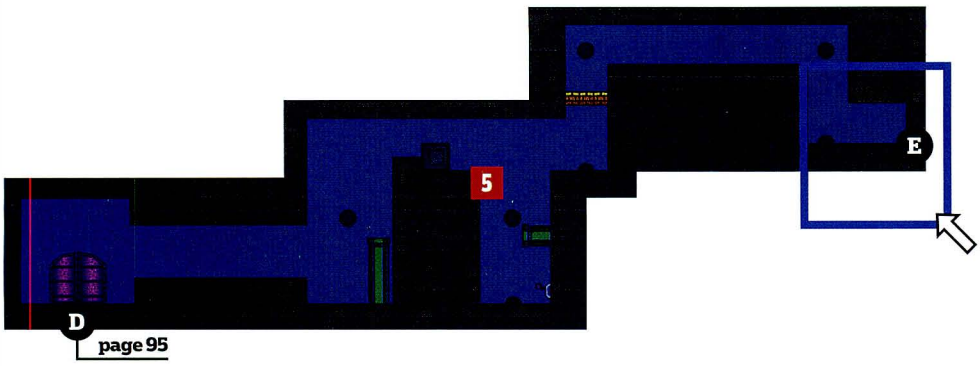

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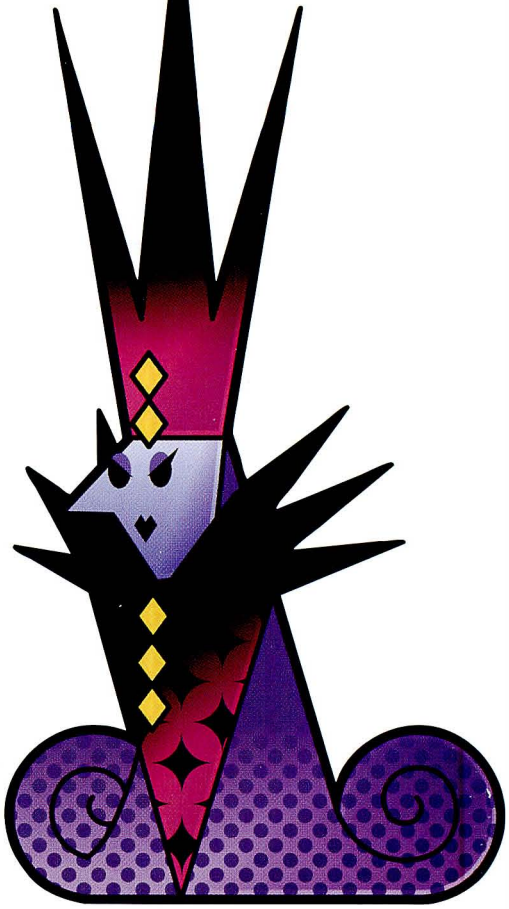
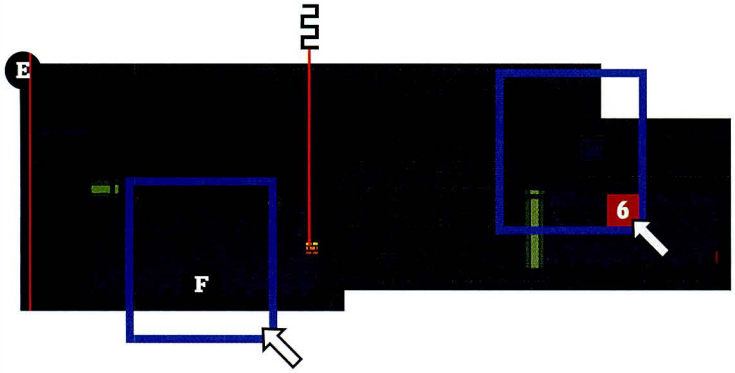
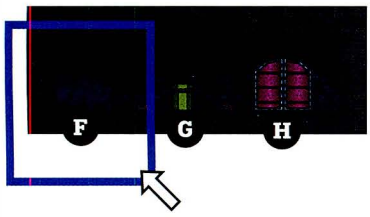
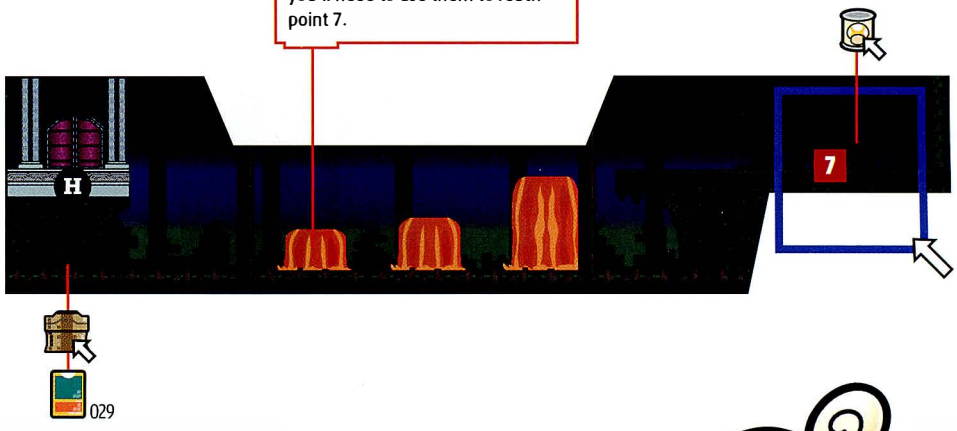
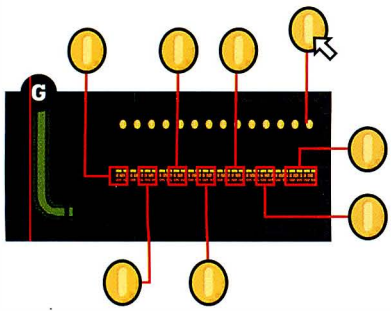


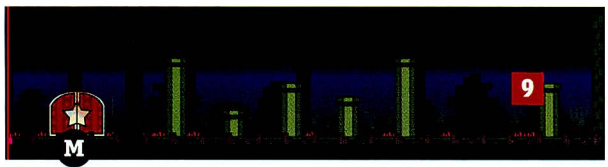




The three red geysers rise and fall, and are a bit tricky to stay on. But you'll need to use them to reach point 7.







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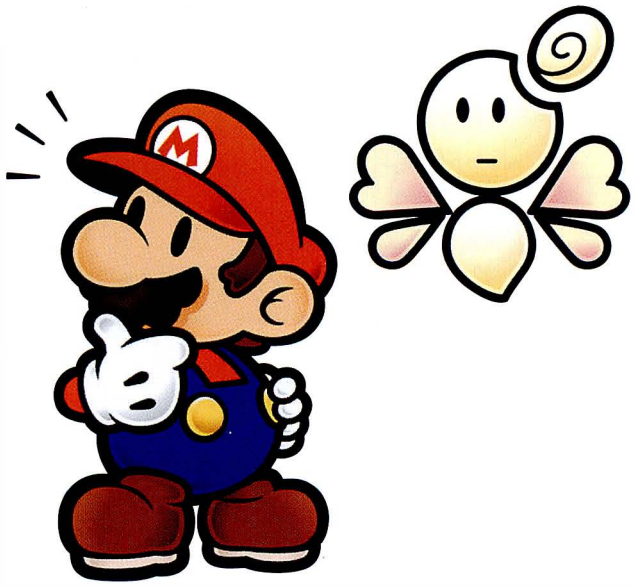
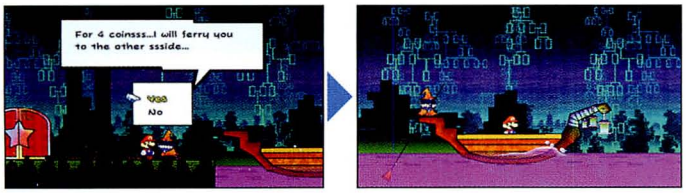


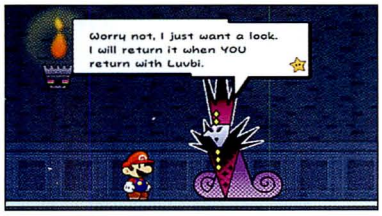
1 FLIP TIP

The pipes in this area are too tall for Mario to scale—only clever flipping will get you through. If the spikes, enemies, and pits take their toll, head back to the first area of The Underwhere and use the fountain to regain health.

2 When you reach the bank of the River Twygz, either swim across or pay the strange creature four coins for an entertaining ride.



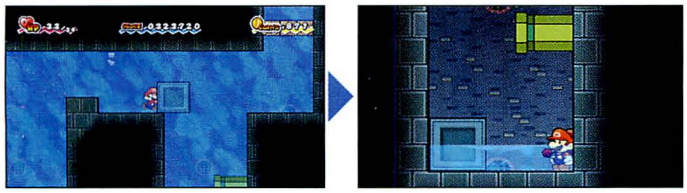
3 Speak with Queen Jaydes—she'll hold onto your Pure Heart while you search for her missing daughter, Luvbi. To aid you, she'll give you a Door Key and direct you to the bottom of the River Twygz.



4 FLIP TIP

Let yourself sink into the River Twygz while avoiding the slow-moving enemies. At the bottom, flip to 3-D and drop down a hole to reach the locked door D. Use your key there.

5 In the chamber through door D, push the block off the ledge, then flip the switch to empty the area of water. Use the block to jump up and to the right, break the Brick Blocks that are obstructing your way, then refill the chamber with water to swim through.

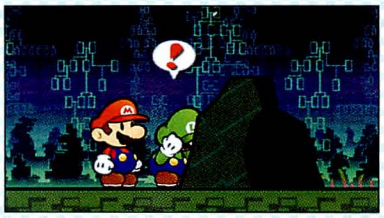


6 FLIP TIP

Head straight through the next area to the block at point 6, then flip to get behind it and push it off the ledge. Hit the switch below to drain the water, backtrack to the passage marked F, and flip to 3-D to enter the passage.

7 A Reunion with Luigi!

Just past the red geysers, you'll reunite with Mario's bro. Not only can Luigi jump higher than anyone else in your party; he can also perform a superjump move—hold down on the Control Pad, then release to execute it. In addition to helping your party reach high ledges, the move serves as a potent attack against some enemies, such as Piranha Plants.



8 Find your way back to The Underwhere's second area, and use Luigi's superjump to ascend a pipe near door A. From there, jump to the upper area that leads to door M.

9 When you reach Luvbi, she'll ask you to say her name. Do so, and she'll storm off. (If you choose the wrong name, you'll have to leave the area and return to try again.)

10 Return to Queen Jaydes to find Luvbi by her side. The queen will reward your efforts with a revitalized Pure Heart, then use her power to send the bros back to Flipside.

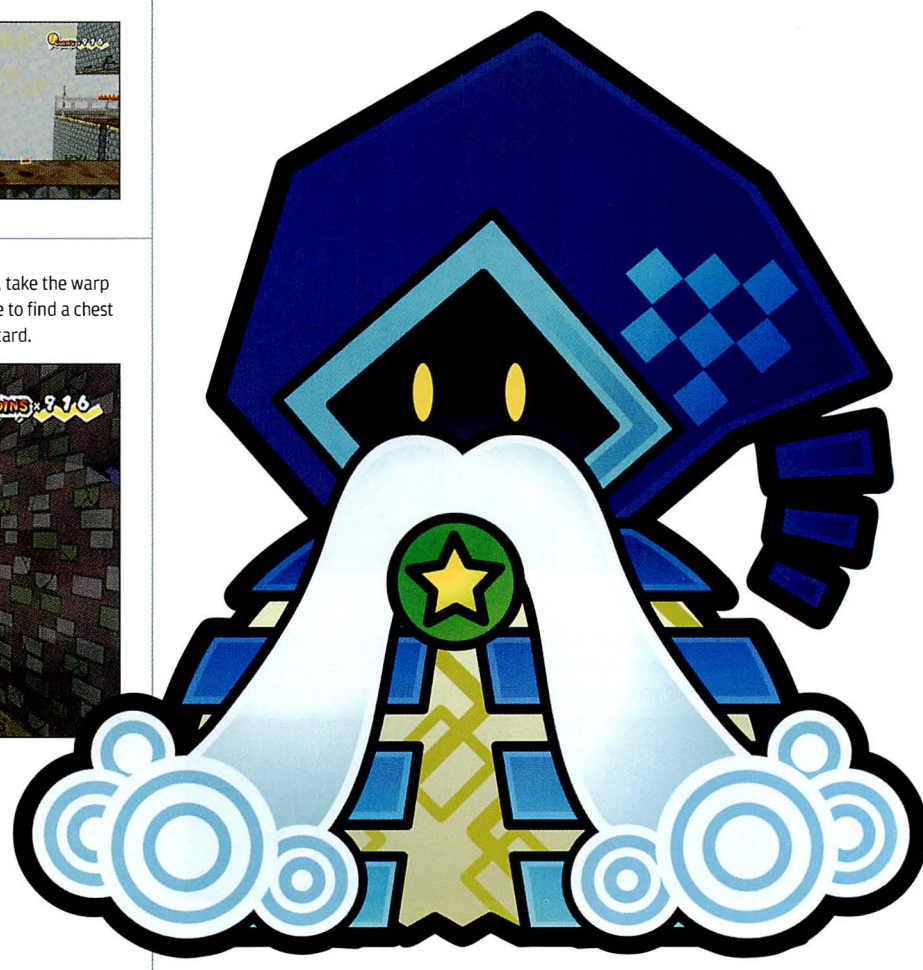
Heart Pillar 7

1 When Queen Jaydes returns you to Flipside, you'll be met by Merlon and reunited with the Pixls. But Bowser and Peach are still nowhere to be found. For now, though, you must press on to the seventh Heart Pillar, as time is short and The Void is still growing.

2 Head to Flopside and flip to 3-D near Nolrem's house to reach the Flopside Outskirts. Once across the bridge, take the pipe down to the first floor of the outskirts, then go all the way to the right to find a pipe that heads to level B1.

3 The Heart Pillar is on level B1, but if you haven't done so already, take the warp pipe to level B2 to retrieve some rare treasure. Flip near the pipe to find a chest containing a Power Plus, then head right and drop down a pit for a Barry card.

4 Back on level B1, travel to the far left then use Luigi to jump over a tall ledge. The seventh Heart Pillar is resting on the other side. Place the Pure Heart you received from Queen Jaydes to unlock the Chapter 7 door on Flipside Tower. Only one Pure Heart to go!



CHAPTER 7

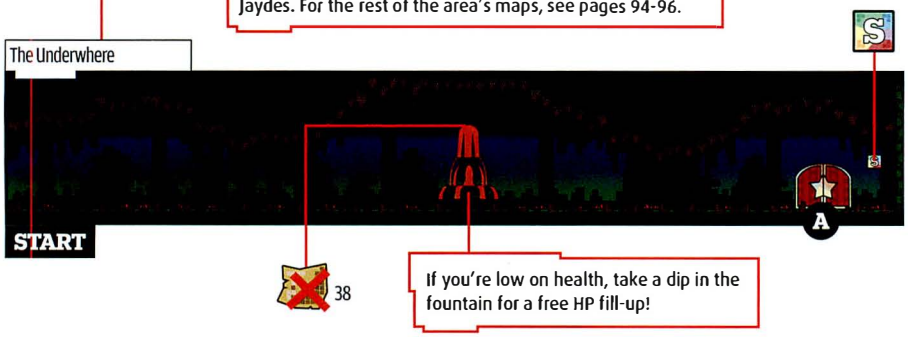
The Underwhere

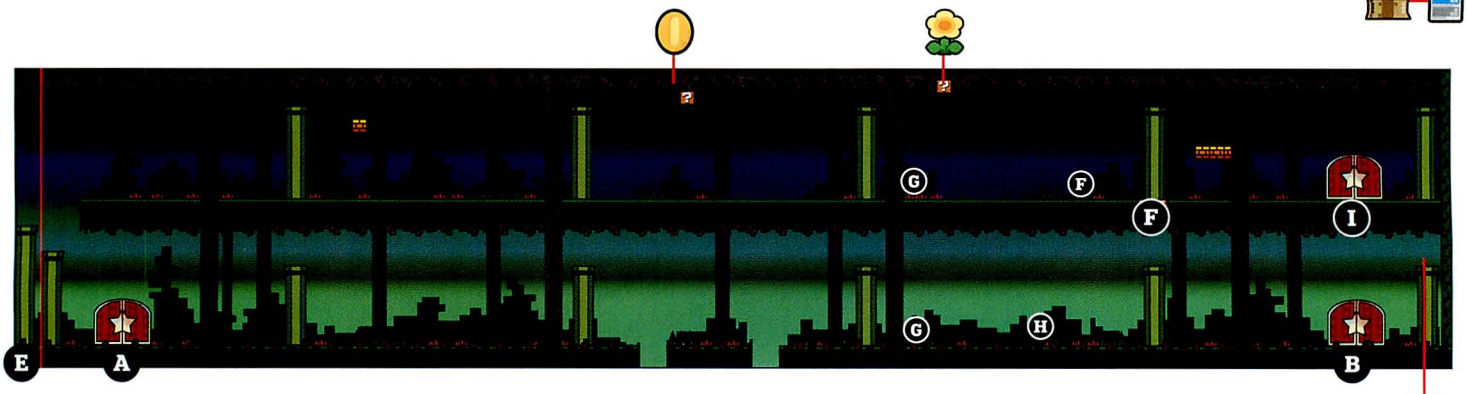
CHAPTER 7-1

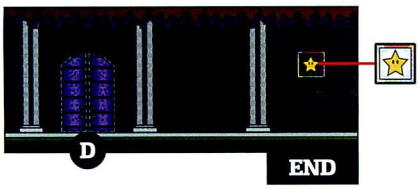
Subterranean Vacation

No, you didn't go through the wrong door. Chapter 7 does indeed begin in the land of ended games, The Underwhere.

Since you've already explored this part of The Underwhere, these pages show only the maps you'll need to reach Queen Jaydes. For the rest of the area's maps, see pages 94-96.

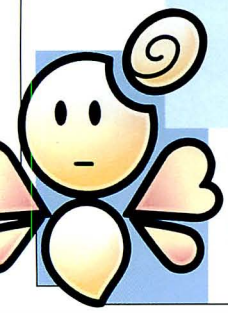






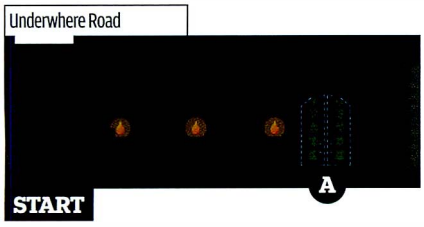
1 There's only one thing to do in chapter 7-1: speak to Queen Jaydes. When you do, she'll send you on an errand to The Overthere with her daughter, Luvbi. Escort Luvbi through the door near the queen, then hit the Star Block to complete the chapter.

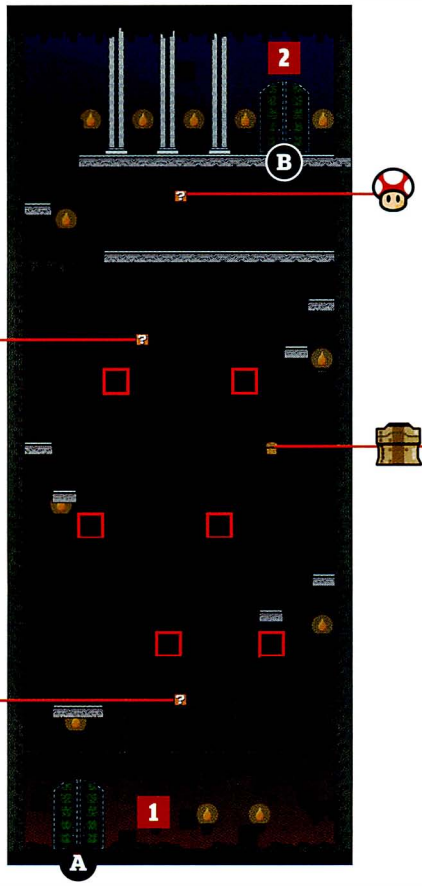
CHAPTER 7-2

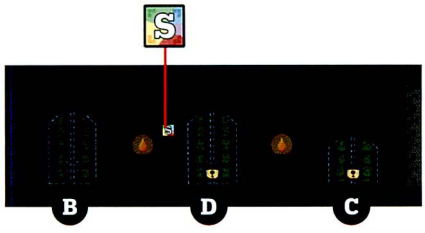


The Sealed Doors Three

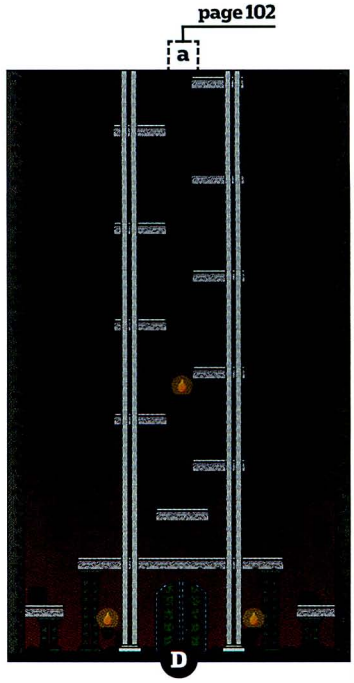
The road to The Overthere is a dark one, full of many dangers—including a giant green monster! Who could it be?

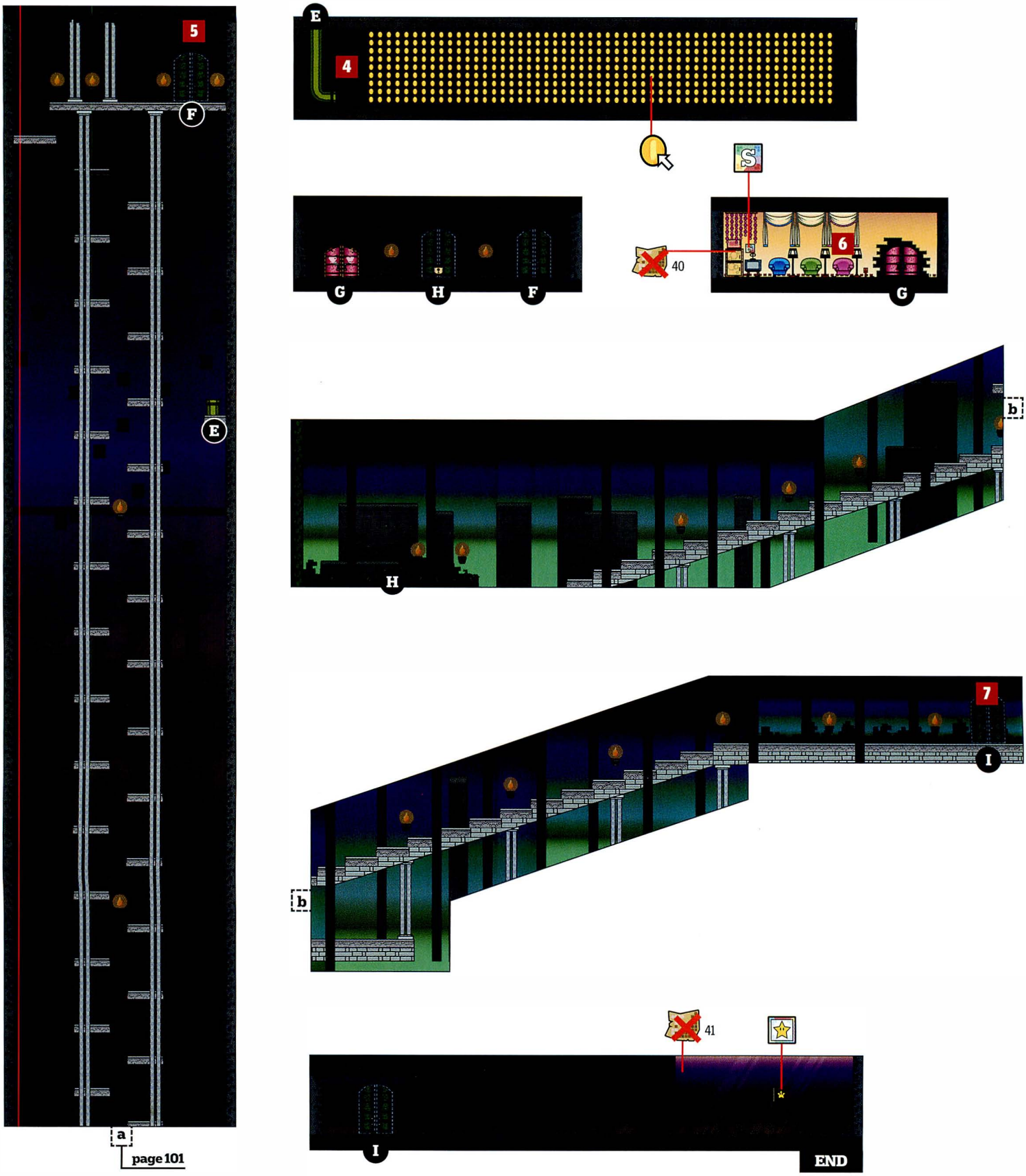






page 102

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page 101
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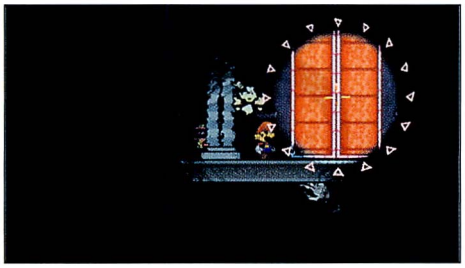
END

1 You may have noticed that Underwhere Road is shrouded in darkness. There's no way to light it yet, so take it slow, using Luigi's high jump to reach a Dark Boo card about halfway up the second area.

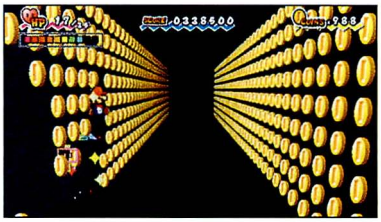
2 When you reach door B, use Tippi's pointing power to make a door come to life. Dorguy the First will ask you three trick questions. If you answer them wrong, you'll just have to try again. (Here's a hint: count the apples.)



3 Speak with the D-Men at door C—they'll let you through to fight the green monster himself: Bowser, surprisingly. Use Cudge's hammer and avoid the fire to take Bowser down with ease. He'll then rejoin your party.

With Bowser in your party, the D-Men outside the door will give up a Door Key. Unlock door D to continue on your quest, using Bowser's flame breath to set fire to torches and light rooms temporarily.

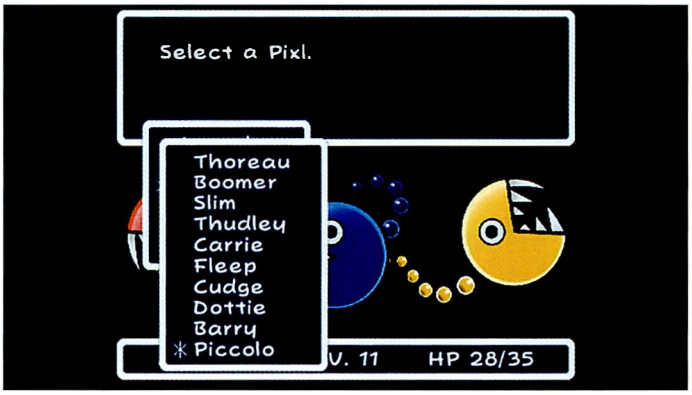
4 It's a long way up to door F, but don't miss pipe E—it leads to a huge room full of coins! The catch is that you have a limited time to collect them. If you have the Pixl Dashell in your group, use him to speed you up, and flip to 3-D to collect twice as many coins as in 2-D.



5 Use Tippi's pointing power on Dorguy the Second to begin another set of trials, this time with visual aid. If you've played Brain Age, this should be a breeze. And if you mess up, you can just try again—no harm done.

6 Three crones—Hagra, Hagitha, and Hagnes—reside in the room through door G. Speak with Hagra, the first crone you come to. She'll send you on a fetch quest involving a Diet Book. When you return with the book, she'll give you a Door Key. Hagitha's errand is similar, though she'll reward you with strategy for an upcoming battle (see the following tip). The third crone will give you only a very long-winded story from her past.

7 Dorguy the Third doesn't have any questions—he has an old-school-RPG battle for you instead. To gain passage, you must defeat three Underchomps in a turn-based battle that doesn't resemble any other part of the game. There are a lot of options for attacking, but most of them lead to the same outcome—attack with Bowser to deal maximum damage. The real trick to surviving the battle is the Pixl Piccolo. If you have Piccolo (see page 90), use her to put all three Underchomps to sleep.

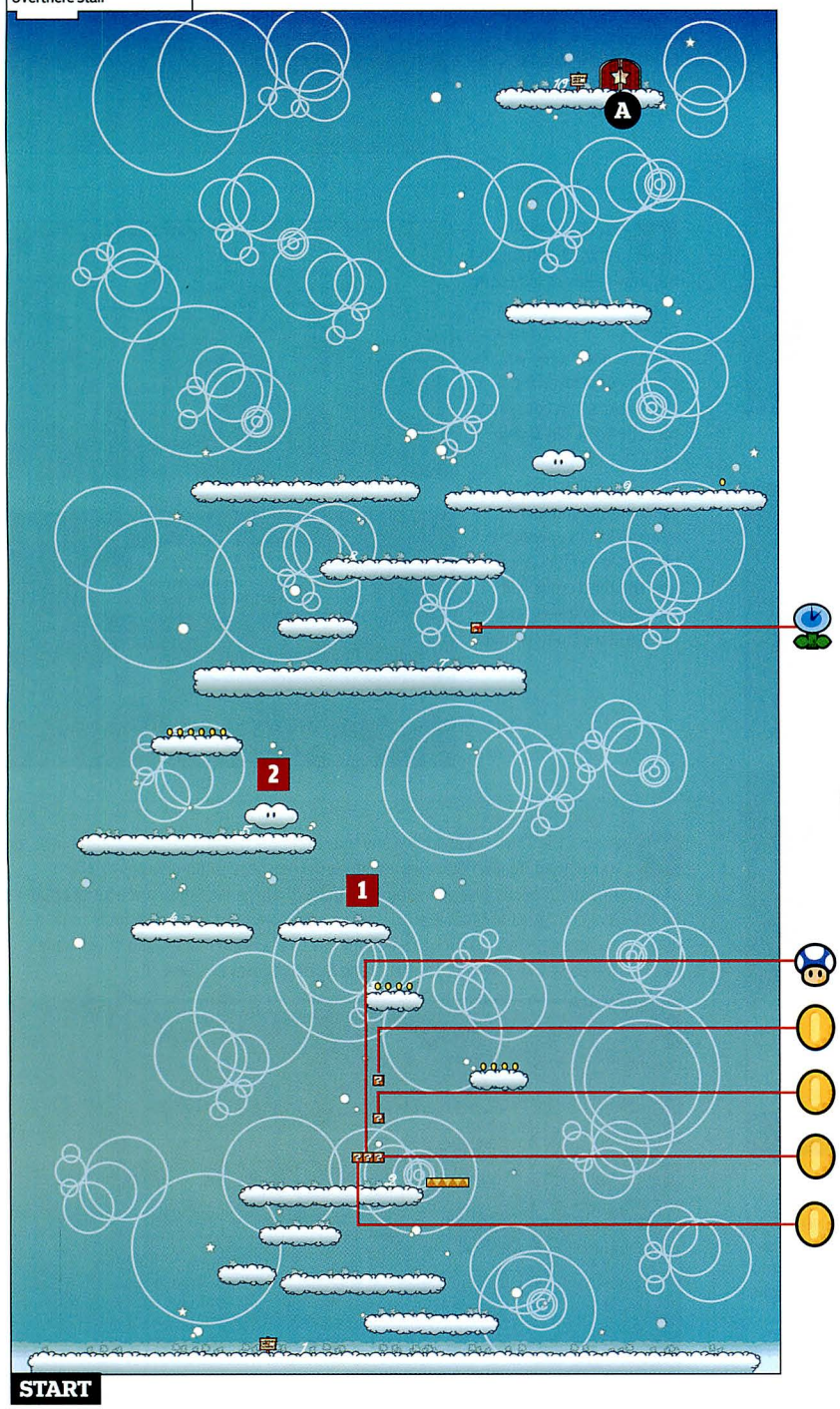


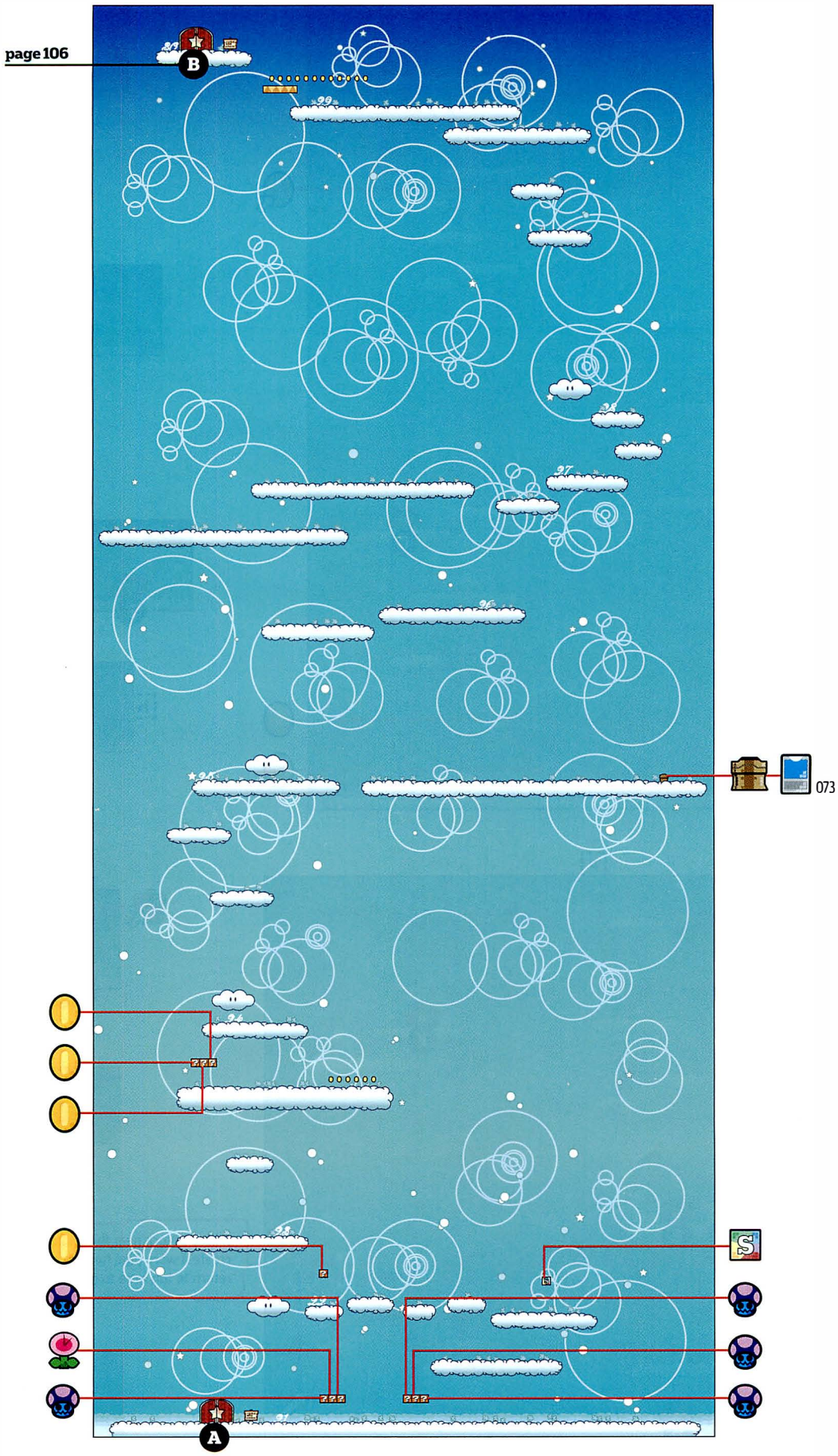
CHAPTER 7-3

The Forbidden Apple

The fluffy clouds of The Overthere are a nice change of scenery, but don't dilly-dally—Peach needs your help!

Overthere Stair

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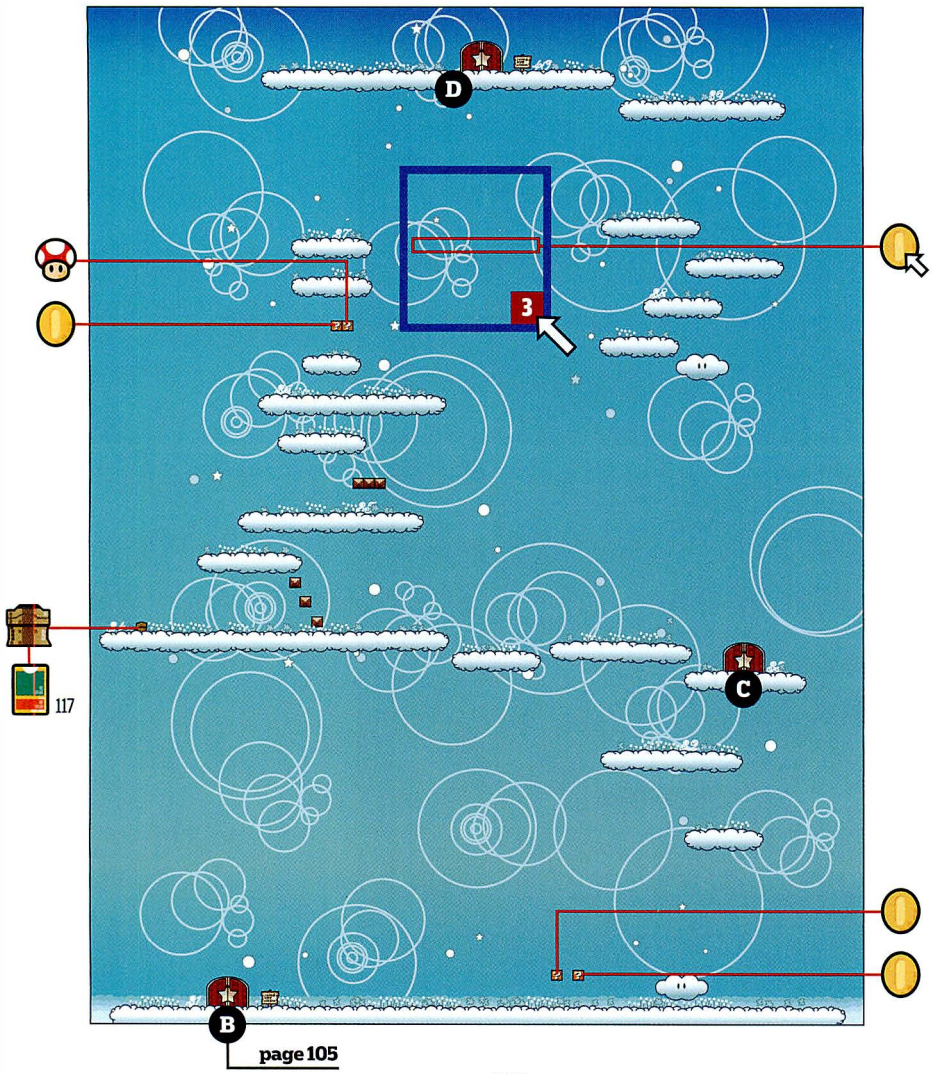
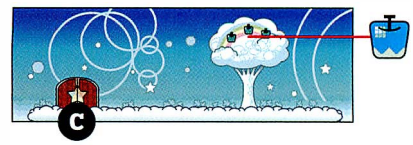
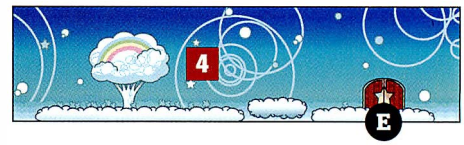
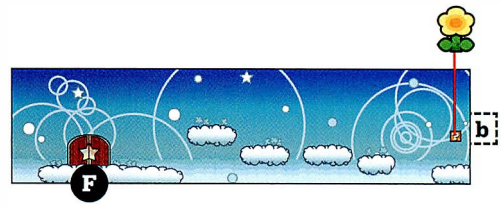
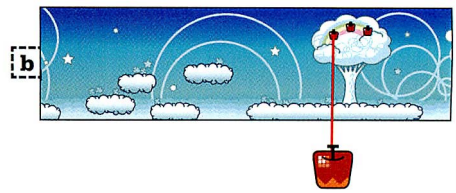


page 105









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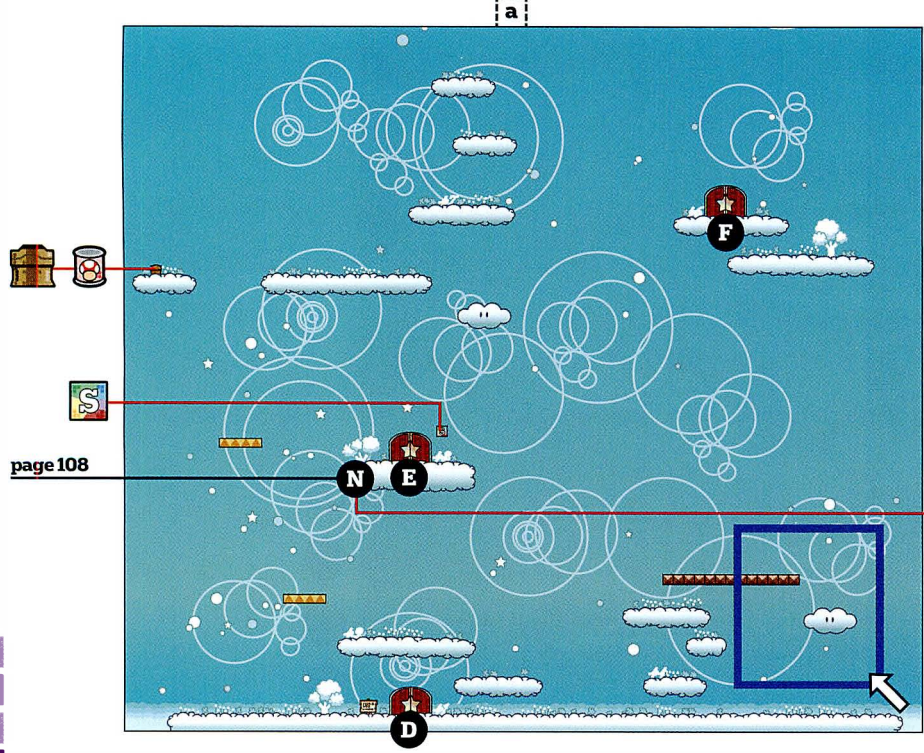
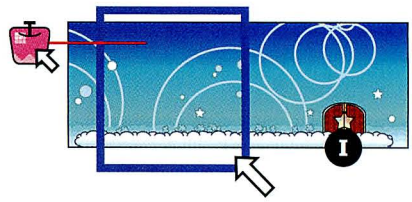
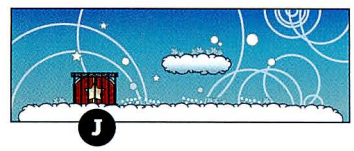
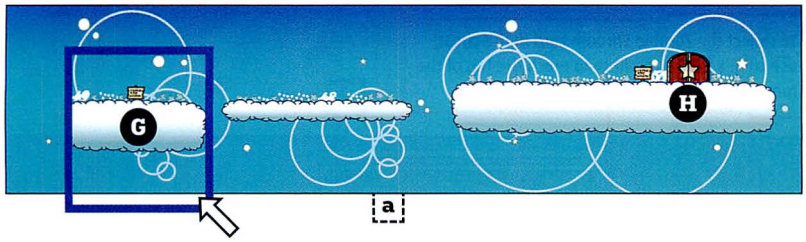


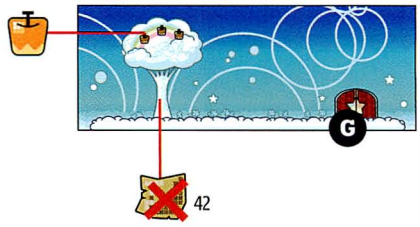
page 108

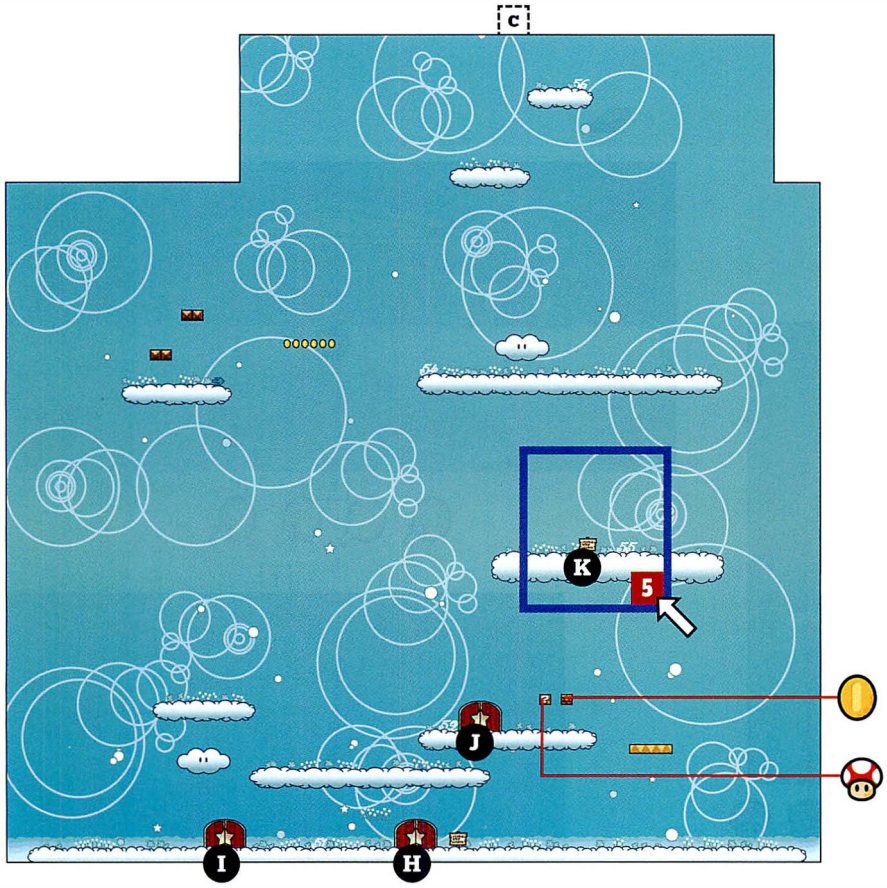


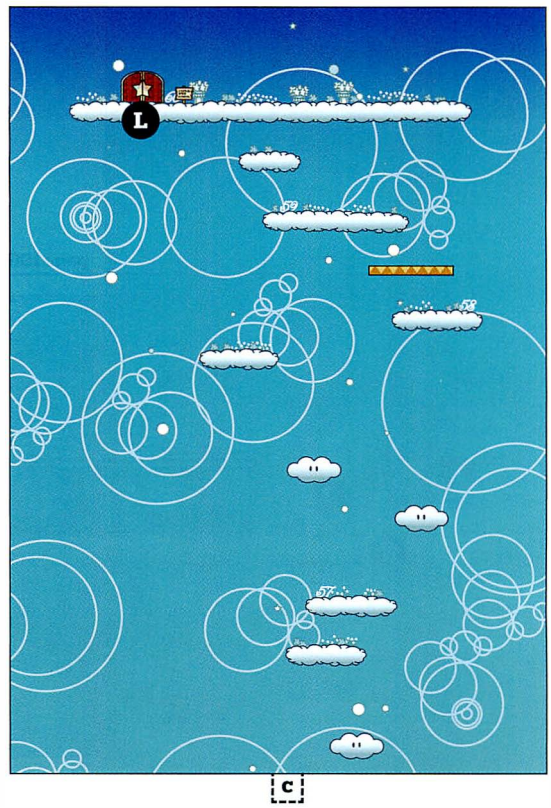


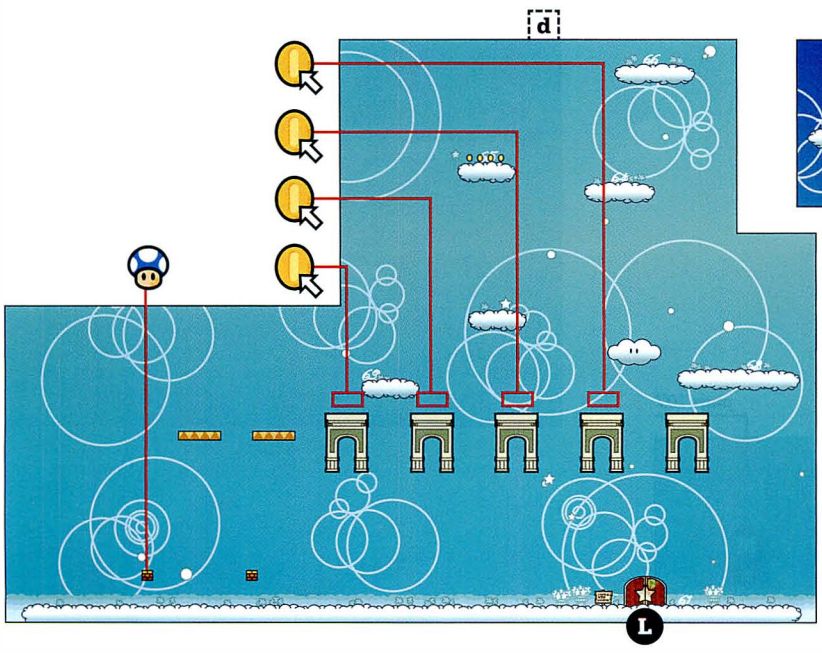
A blue ! Block near the end of the chapter will create a warp pipe here, in case you need to return to this area to grab a Red Apple.











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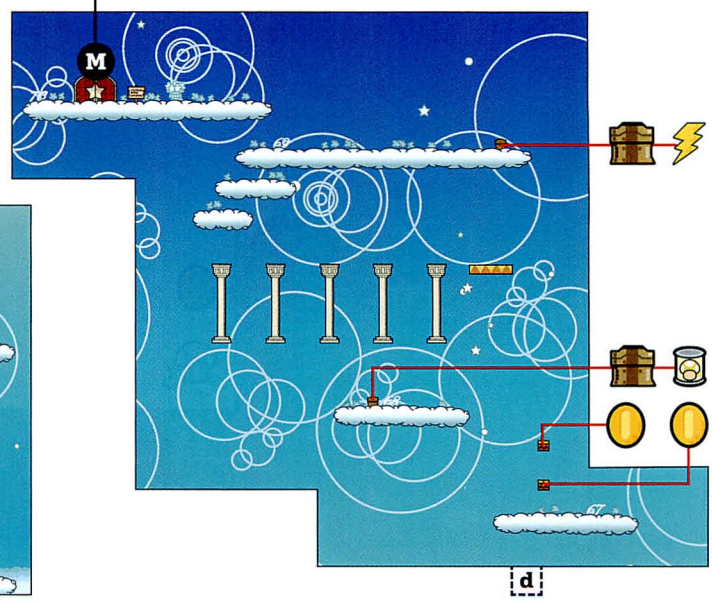

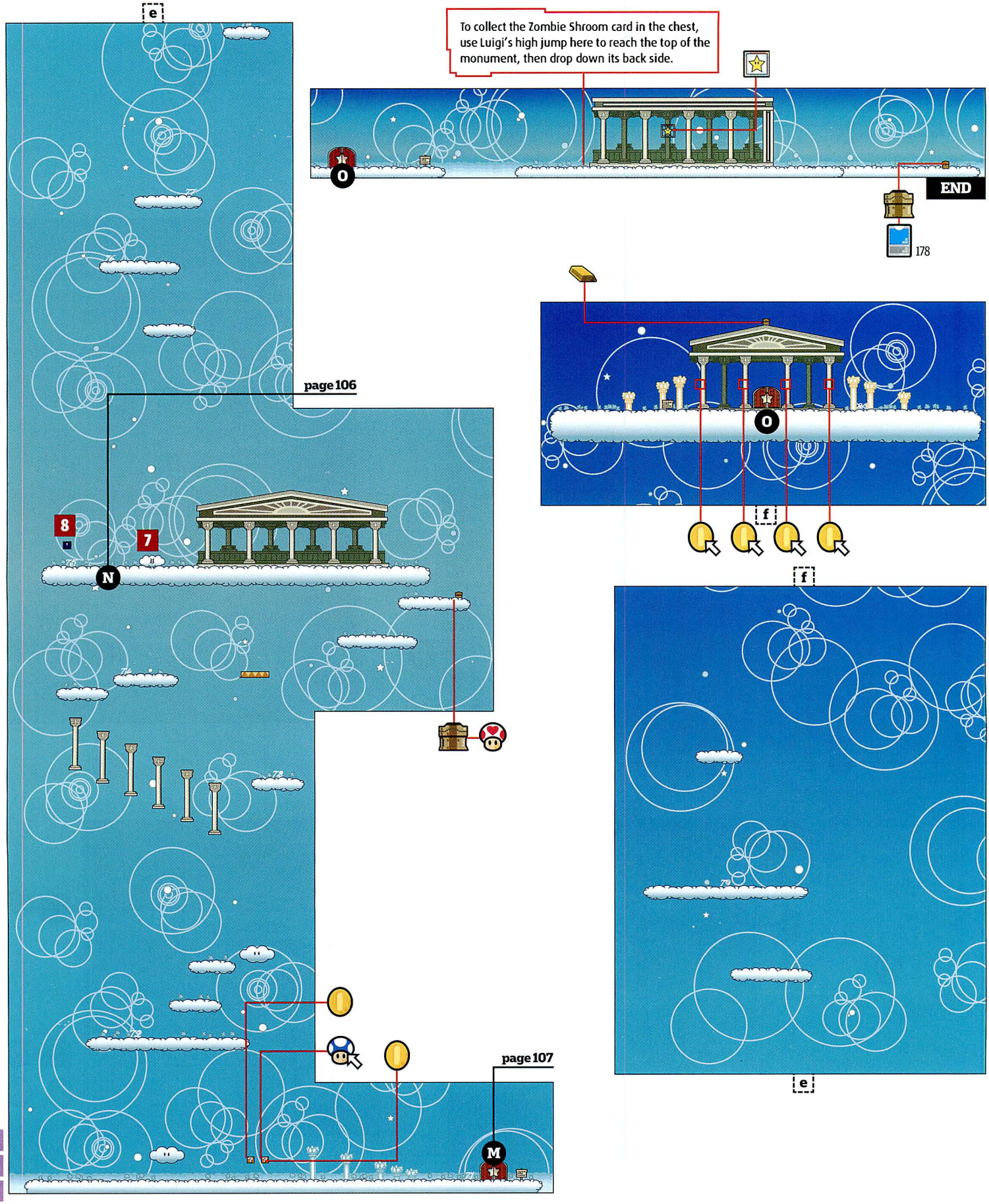
e
To collect the Zombie Shroom card in the chest, use Luigi's high jump here to reach the top of the monument, then drop down its back side.
O
END
178
page 106
8
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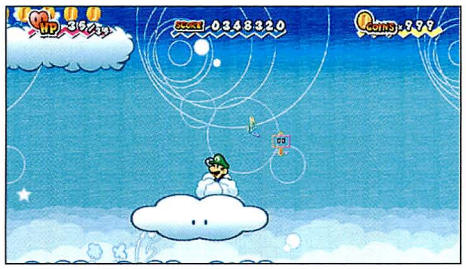
page 107
M

1 As you traverse The Overthere, you'll almost always be moving upward. If a cloud platform seems out of reach or isn't in view at all, try using Luigi's high jump.

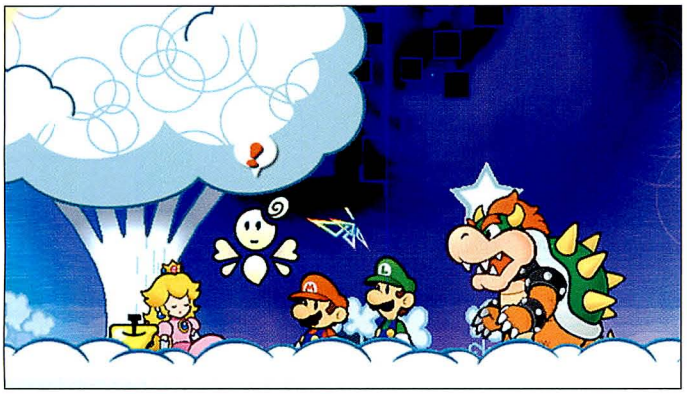
2 The fluffy clouds with eyeballs are Jump-Over Clouds. Use them like trampolines: Hold down the 2 Button to do a superjump that makes Luigi's normal one pale in comparison.



3 FLIP TIP

When you reach the cloud near point 3, switch to Mario and flip to 3-D to reveal a bridge of Coin Blocks. You'll have to cross the blocks in 3-D view. You can use Thudley to collect the coins as you go, but it's a long way down if you misfire.

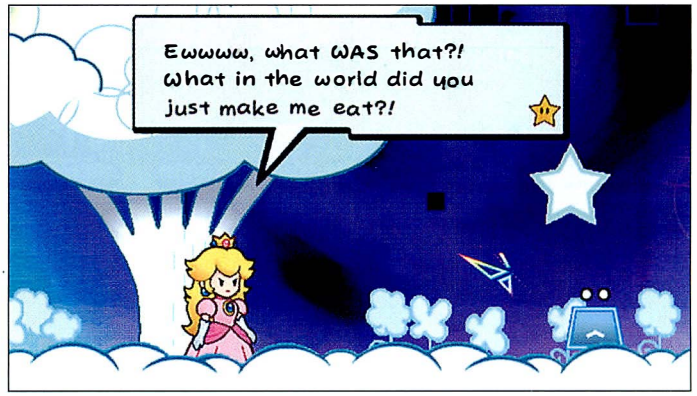
4 Through door E, you'll find Princess Peach fast asleep, having eaten a Golden Apple. Luvbi will inform you of a taboo fruit that may restore her consciousness—for now, though, you must leave her be.



5 FLIP TIP

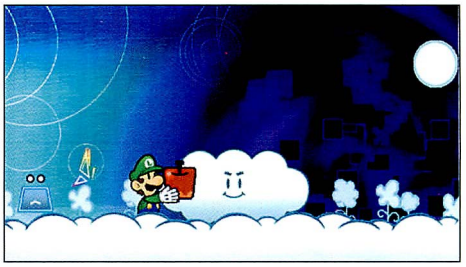
Near the signpost at point 5, flip to 3-D and follow a secret cloud path to door K. It's easy to fall off the path in 3-D view, so tread carefully. You'll find a tree full of Black Apples through the door at the end.

6 Use Thudley to knock a Black Apple off the tree, then return the item to the sleeping princess at point 4. The Black Apple will wake her from her deep slumber, and she'll rejoin your party.



There are five different colors of fruit in The Overthere, but only the Black Apple will wake Peach. If you have other fruit varieties, though, try giving them to her to elicit some funny reactions. The Yellow Apple is especially noteworthy—it'll cause her to grow a temporary mustache.

7 You'll need to utilize Peach's floating jump and Luigi's high jump to reach Cyrrus the cloud. Bring him a Red Apple—he'll grow large enough to boost you all the way to door O. (If you don't have a Red Apple, see tip 8.)

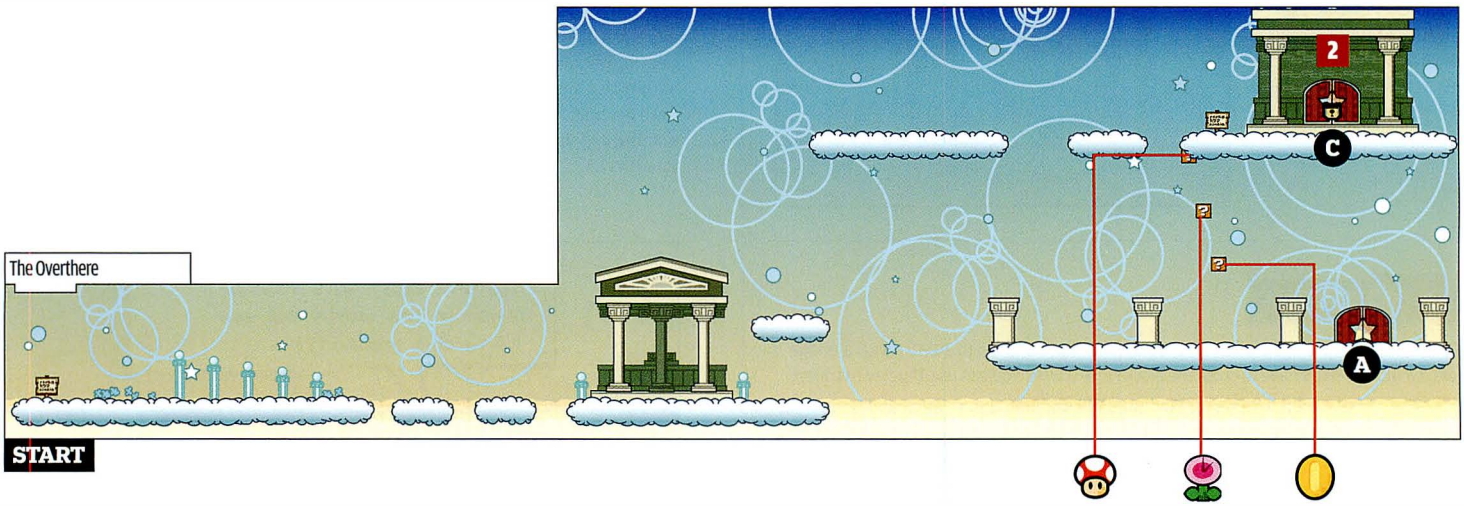


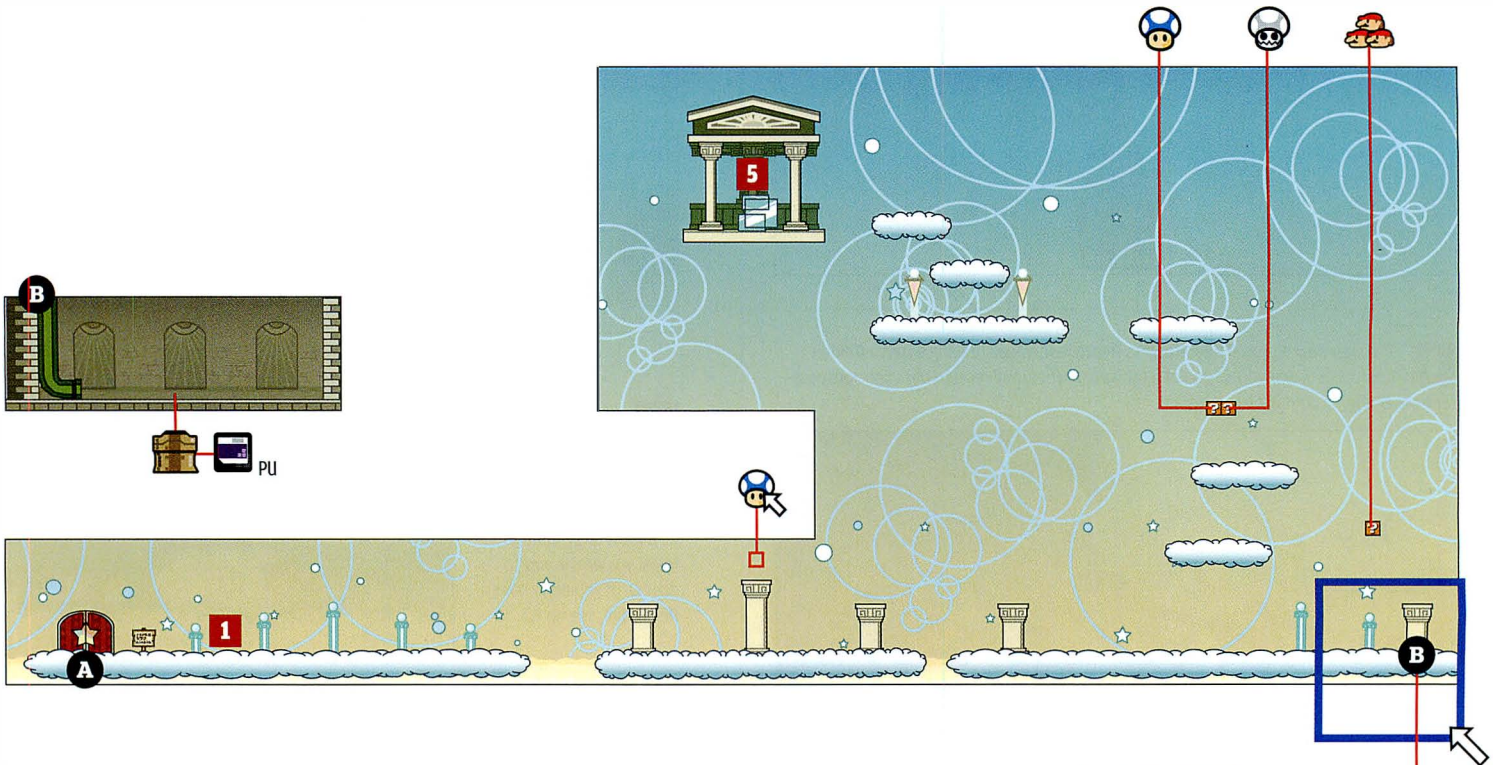
8 It's likely that you won't have a Red Apple in your inventory. Don't panic—trigger the blue ! Block next to Cyrrus for an easy way back to the fruit-filled area of Overthere Stair.

CHAPTER 7-4

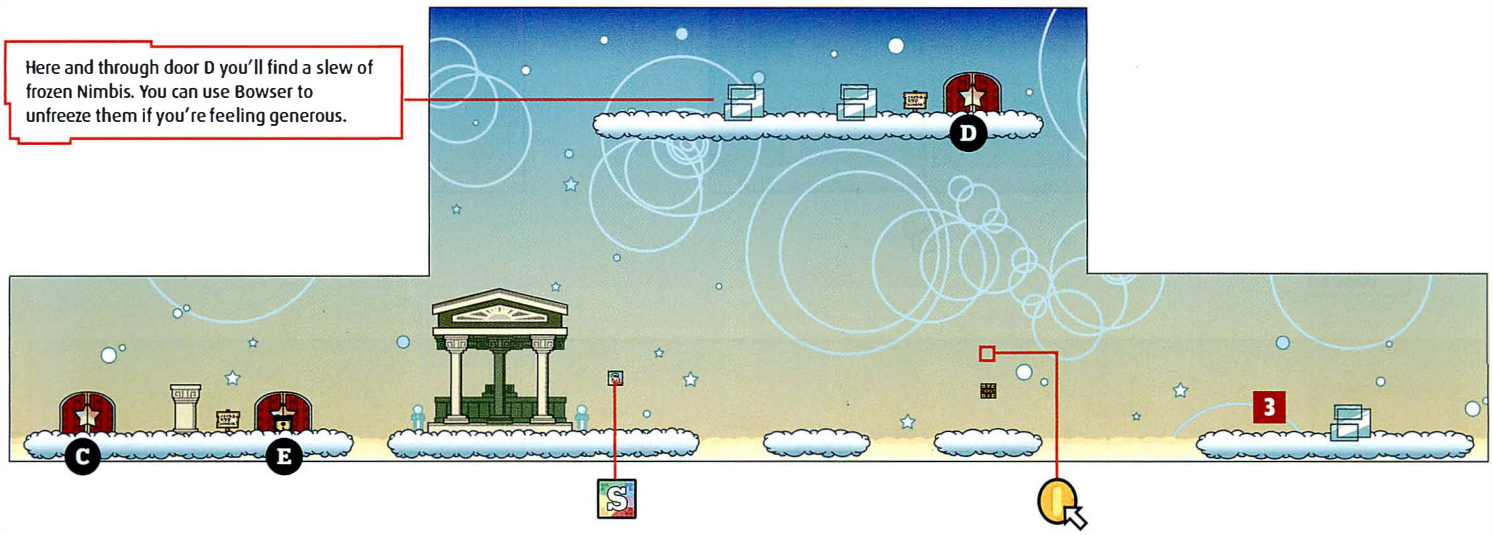
A Bone-Chilling Tale

The four heroes must make haste to the Pure Heart, as even The Overthere has been overrun with Bleck's minions.





Flip to enter a hidden warp pipe, then defeat the nasty Gigabite that resides in the chamber to earn a rare Cooking Disk PU.


Here and through door D you'll find a slew of frozen Nimbis. You can use Bowser to unfreeze them if you're feeling generous.
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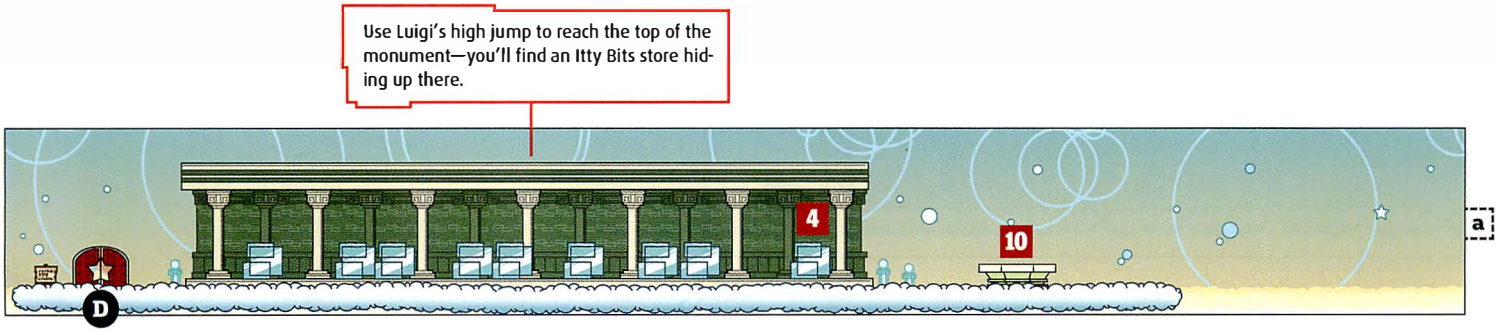
Use Luigi's high jump to reach the top of the monument—you'll find an Itty Bits store hiding up there.
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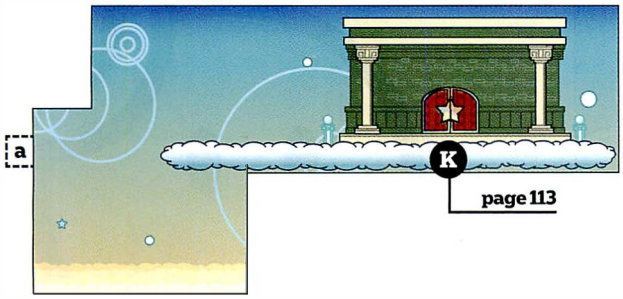
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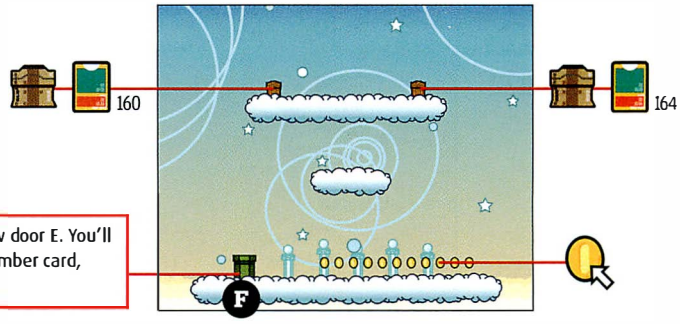
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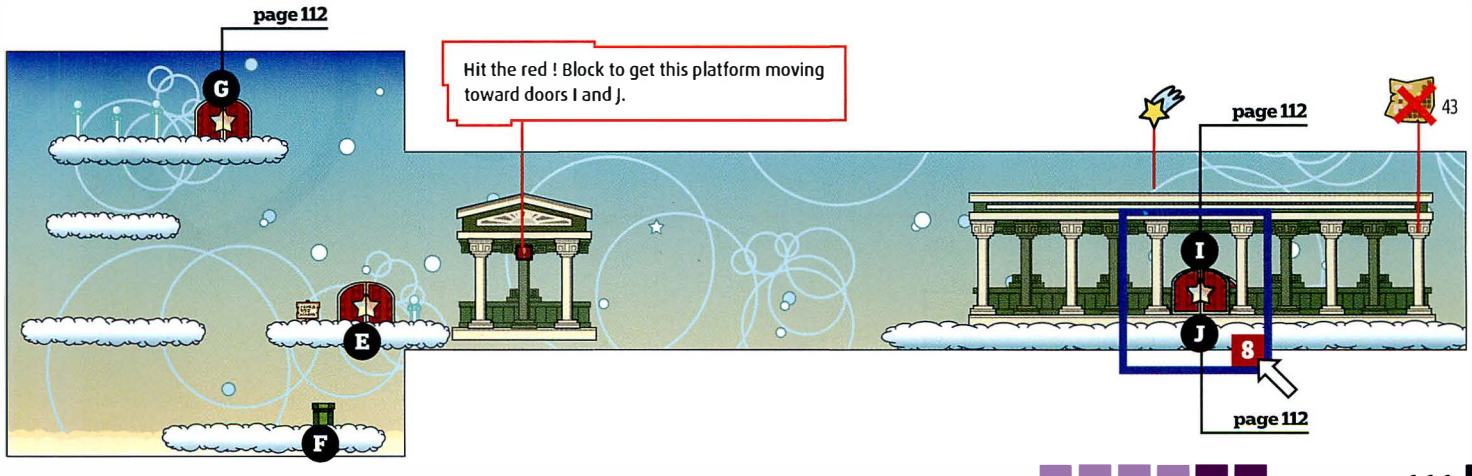
164
Don't miss the warp pipe just below door E. You'll find a Skellobit card and a Skellobomber card, both very useful in The Overthere.
F


page 112
G
Hit the red ! Block to get this platform moving toward doors I and J.
page 112
43
I
J
8
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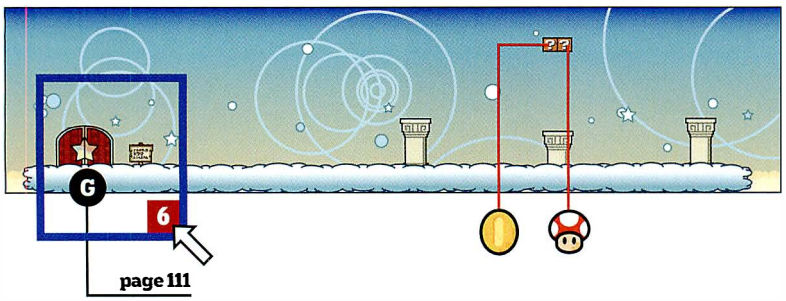
page 112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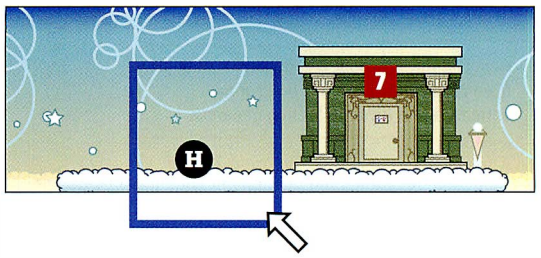
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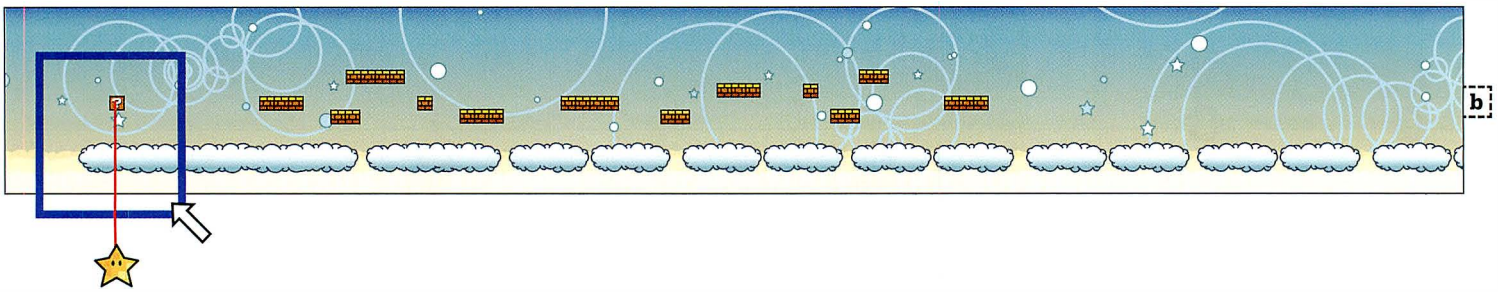
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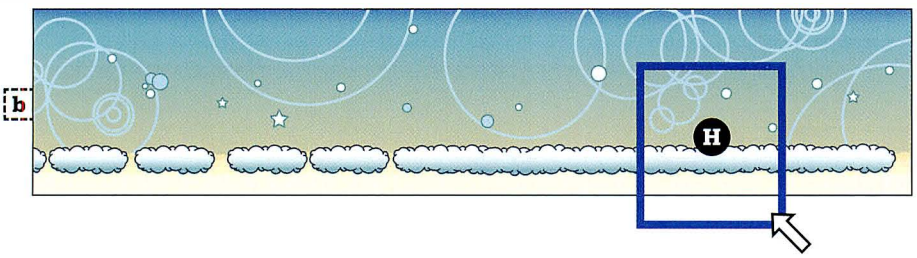
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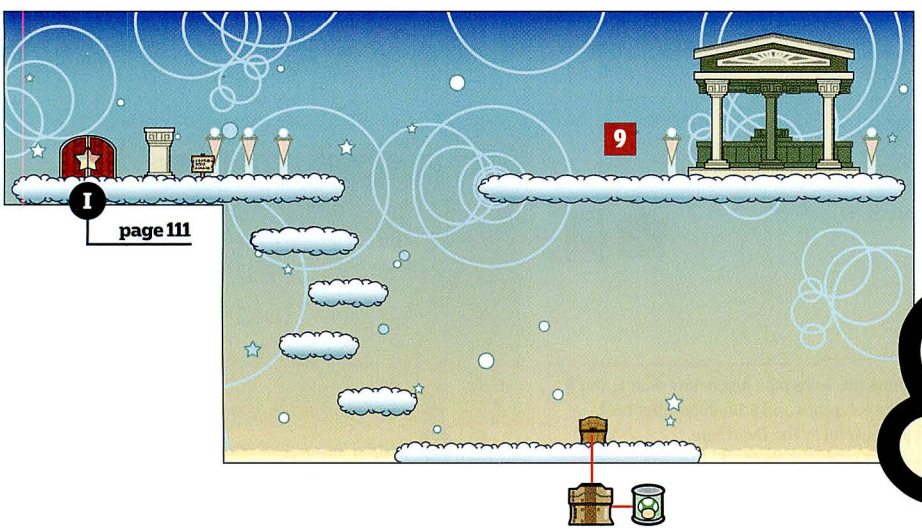
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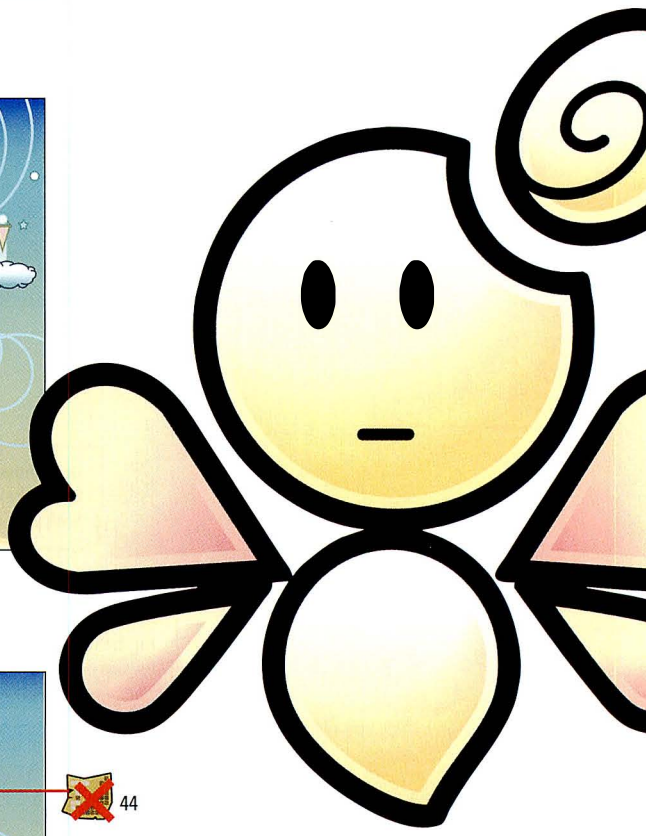

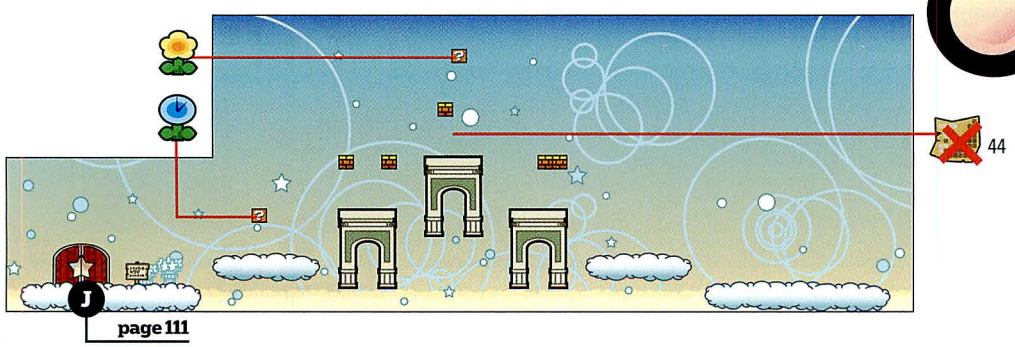
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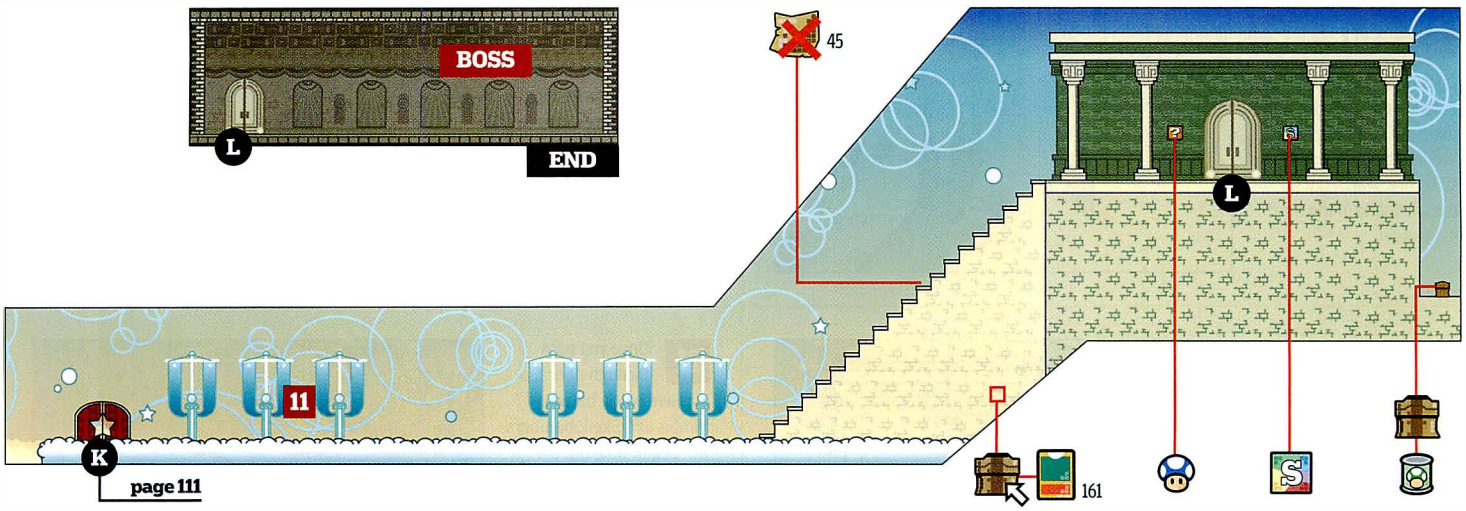
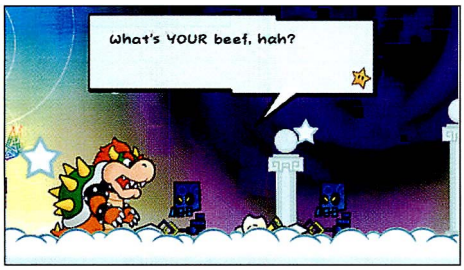


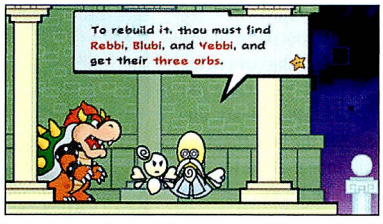
1 Your first mission in The Overthere is to save a Nimbi that's being attacked by Skellobits. Head through door A and defeat the Skellobits to earn a Door Key.



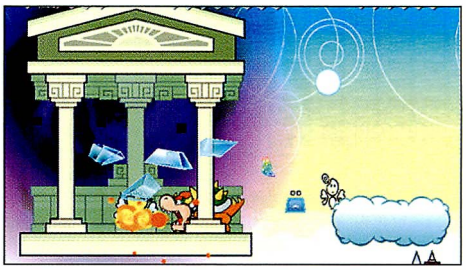
2 Use Luigi to reach door C with ease, then use the Door Key to unlock it. Luigi is by far the most effective character in The Overthere. His high jump will save you a lot of time, and it can take out pesky Skellobombers in a single blow.

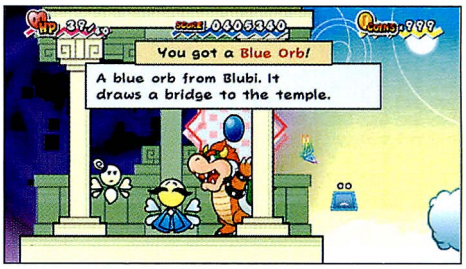
3 You'll find a fair maiden named Fallbi in need of help at the far end of the area through door C. Use Bowser's flame to unfreeze her husband, Novbi, who also happens to operate the Overvator. Once he's free, he'll give you a lift to the upper area so you can reach door D.

4 Unfreeze Whibbi at point 4 to learn about The Overthere's predicament. He'll set you off on a quest to find Rebbi, Blubi, and Yebbi and retrieve their orbs to rebuild a bridge. He'll also give you a key to door E. Now get to work!



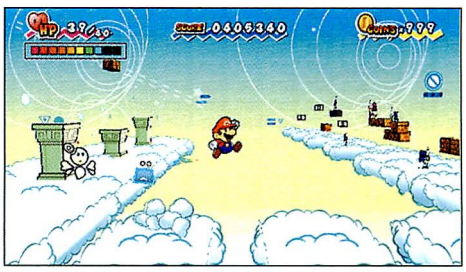
5 Backtrack to door A and use Luigi to reach the Nimbi frozen in ice—Bowser's flame will set him free. If you talk to the Nimbi before completing tip 4, he'll be suffering from amnesia. But when your quest for the orbs is underway, he'll remember that he is Blubi, and will hand over the Blue Orb.



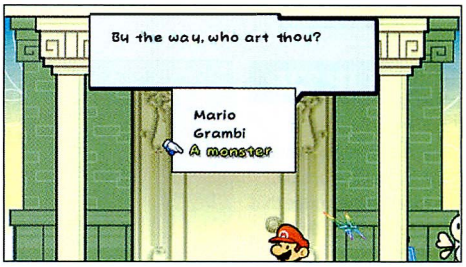


6 FLIP TIP

To reach The Overthere's restroom at point 7, you'll need to flip to 3-D near door G. Follow the path and grab the Mega Star for an easy journey. When you reach the dead end, flip to 3-D again.

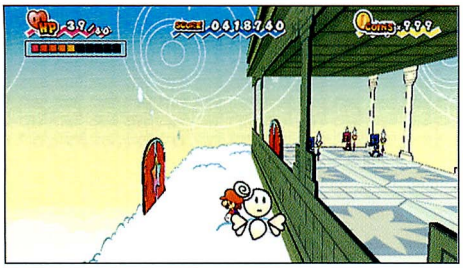


7 When Yebbi asks who you are, you'll need to lie to get him to open the door. When he does, he'll give you the Yellow Orb.



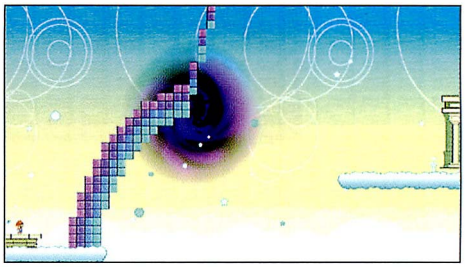
8 FLIP TIP

Door I is hidden from view behind door J. To reach the door, flip to 3-D and run around the back side of the structure. Watch out for the Skellobits in the third dimension.

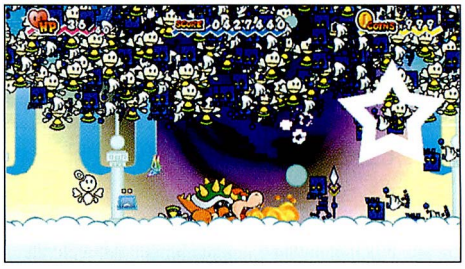


9 You'll find Rebbi being assaulted by a squad of Skellobits. Fend off the foul beasts, and Rebbi will reward you with the Red Orb. With all three orbs in hand, head back to Whibbi at point 4.

10 Beyond Whibbi, you'll find a pedestal that has three orb-shaped impressions in it. Place the three orbs to create a rainbow bridge to Grambi's shrine.

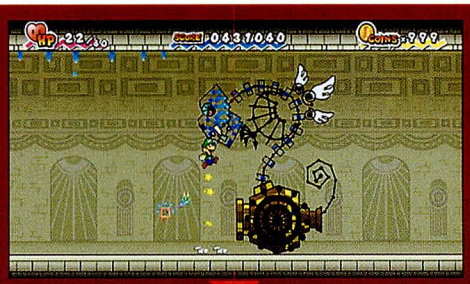


11 Once you pass through door J, a massive battle between Nimbis and Skellobombers will begin. Take out the enemies on the ground, then flip to 3-D and collect the Spiky Skellobit card to the right of the stairs.



BOSS Bonechill

The easiest way to damage Bonechill is with Thoreau. Use the Pixl to grab the boss's projectiles and chuck them back at its head. If you're playing as Peach, you can employ her umbrella to take cover from the shards of ice falling from the ceiling, as well as from Bonechill's breath attack.



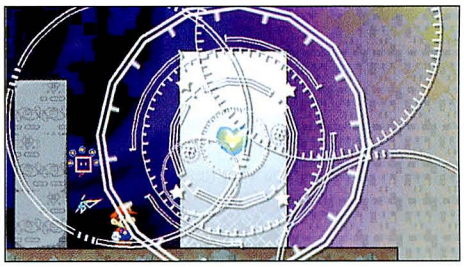
When Bonechill sticks his head out to breathe ice, use Luigi's superjump attack to hit the boss's head from underneath. The attack will make a major dent in Bonechill's 80 HP, but you'll be more vulnerable without Peach's umbrella.

Heart Pillar 8

1 FLIP TIP

Finding the final Heart Pillar is a breeze. From the second level of Flopside, flip to reach the bridge that leads to the Flopside Outskirts.

2 As soon as you reach the Flopside Outskirts, head all the way to the right to find the Heart Pillar. Once you place the Pure Heart, the door to the final chapter will appear at the top of Flopside Tower.



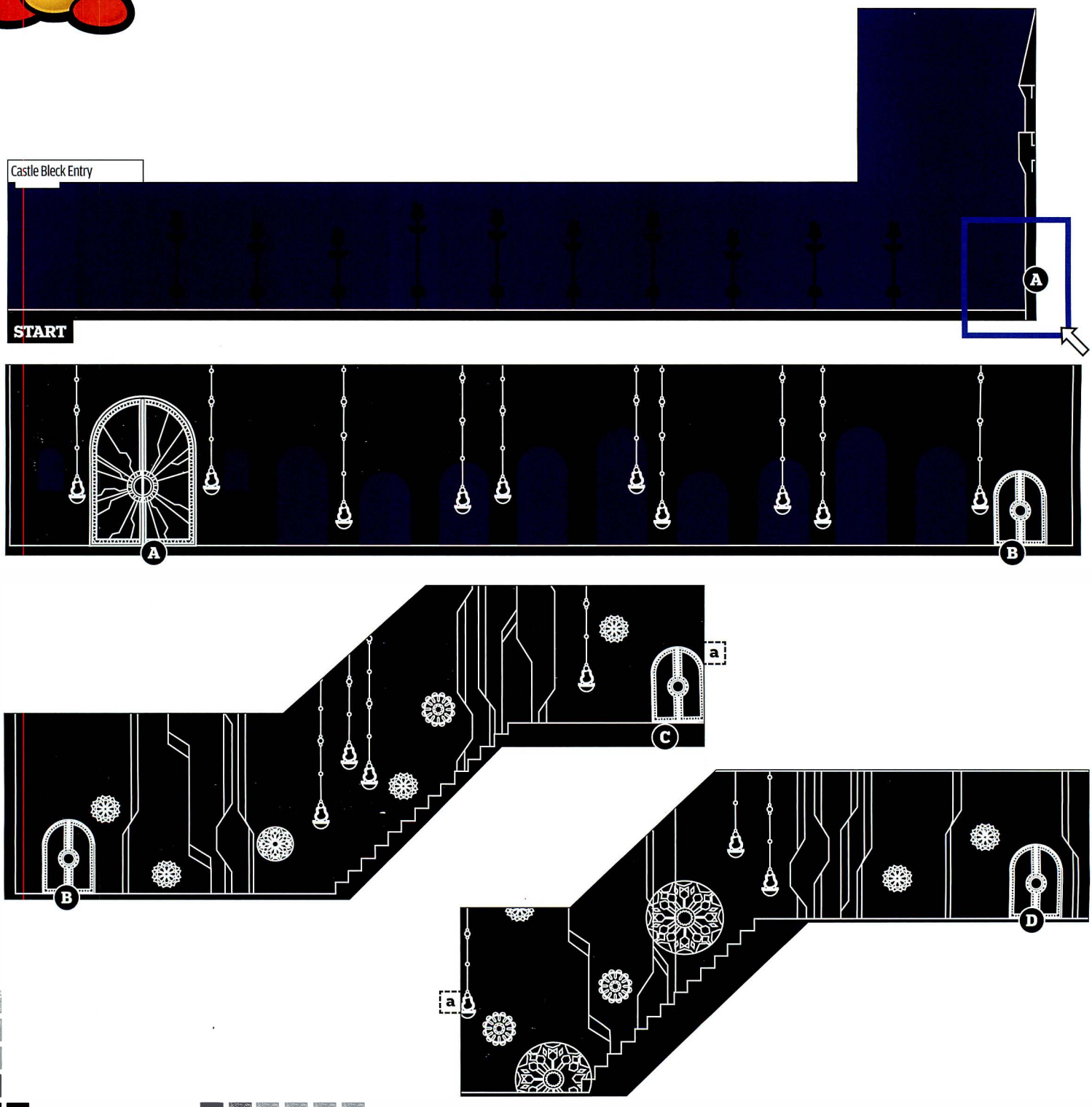
CHAPTER 8

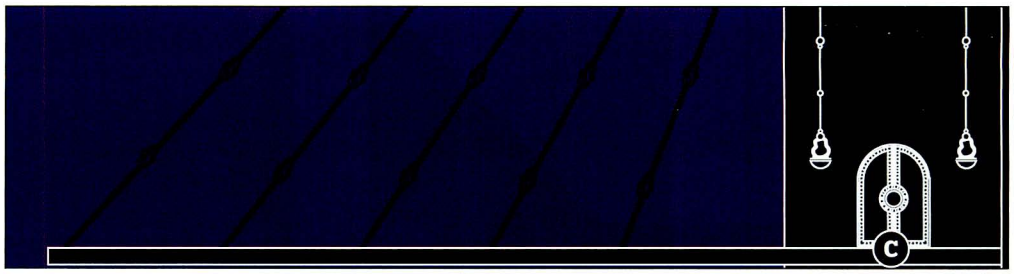
Castle Bleck

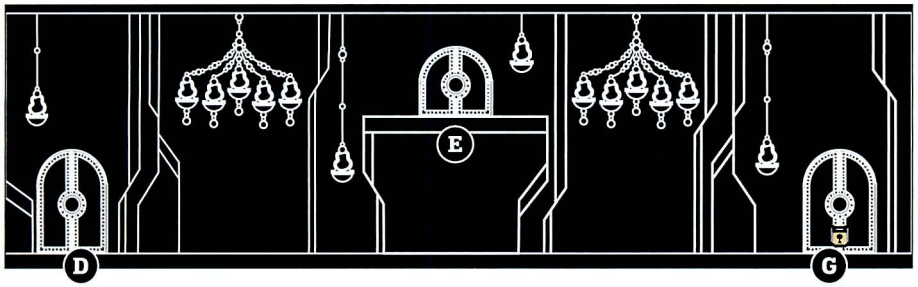
CHAPTER 8-1

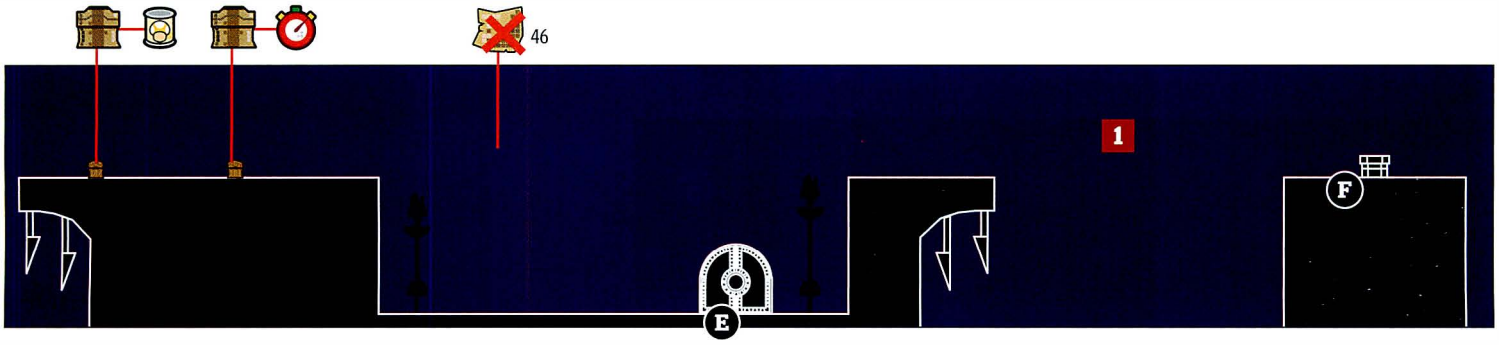
The Impending Darkness

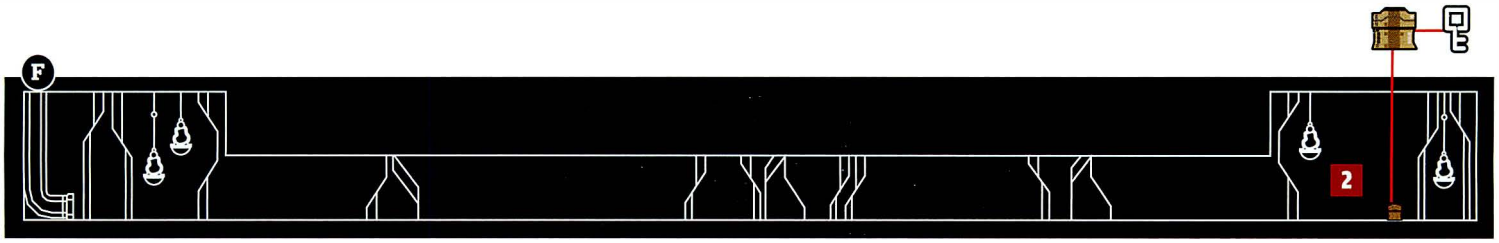
Now that the gang's back together, it's time to attack Count Bleck where he lives. Have fun storming the castle!

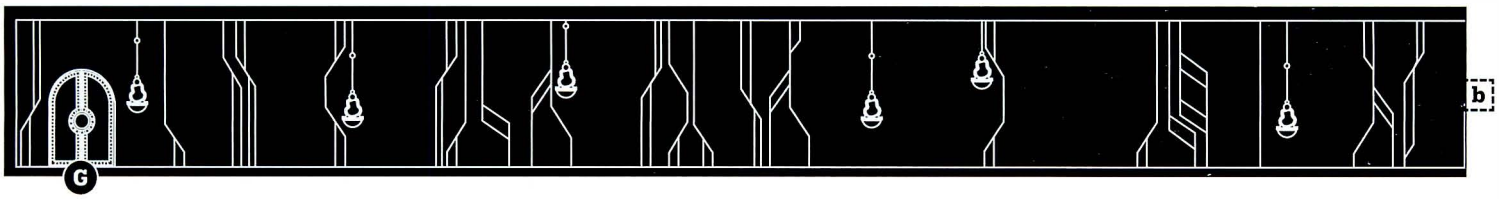


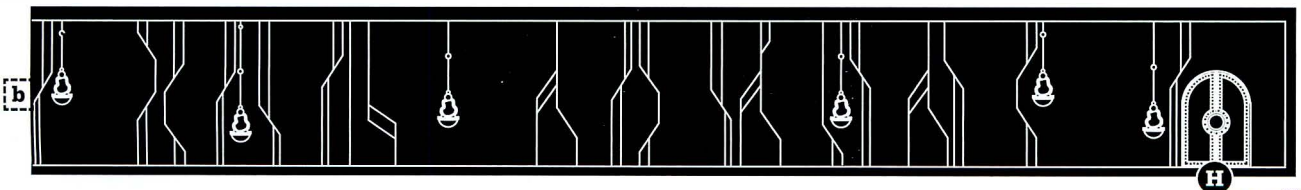












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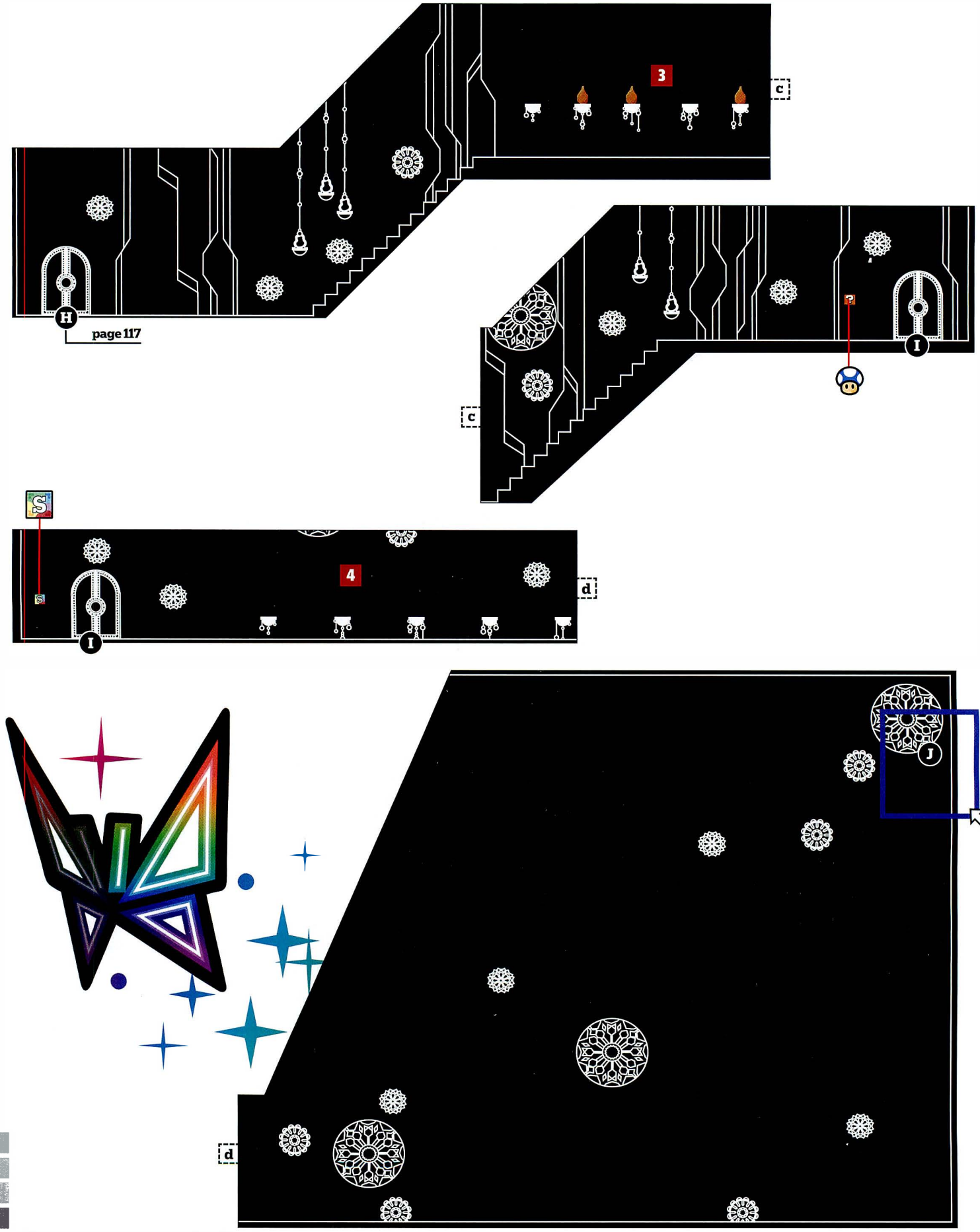
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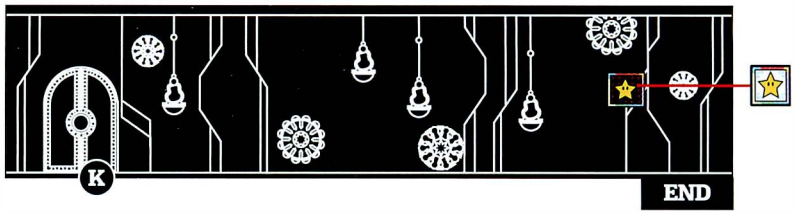
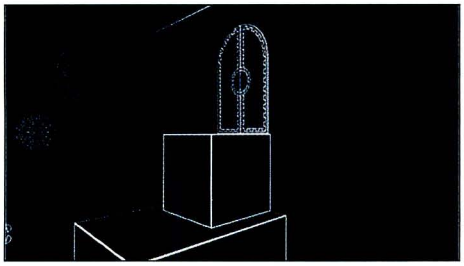


1 You'll need to rely on all the members of your party now that you're launching your assault on Count Bleck. Use Luigi to jump to door E and then up to the exterior castle ledge. Switch to Peach to float over to warp pipe F.

2 Use Bowser to burn through the enemies—mostly Soopa Strikers—in the tight passage that leads to the Castle Bleck Key in a treasure chest.

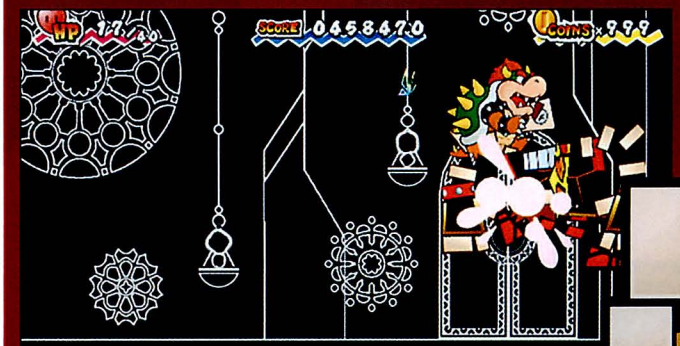
3 Make a mental note of the wall sconces between the two sets of stairs. You'll need to light another set of sconces in a different room exactly the same way.

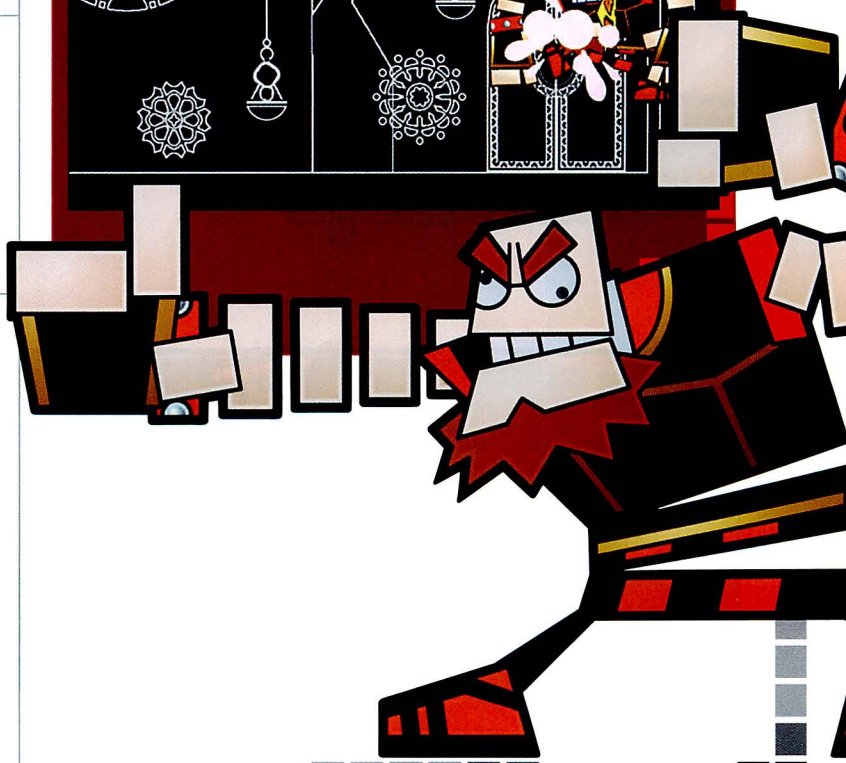
4 Switch to Bowser, then breathe fire on the unlit sconces so they match the sconces near the stairs. If you light them correctly, another set of stairs will appear. What a coincidence!



BOSS O'Chunks

Everything about O'Chunks is larger than life, including his appetite for punishment. Appearing for the third time in the game, O'Chunks is a bit bigger, stronger, and tougher this time. Bowser must take him on alone, but he doesn't really need help from the gang anyway. Use Thoreau to toss the boss, and jump on his head when his guard is down. He should fold quickly.

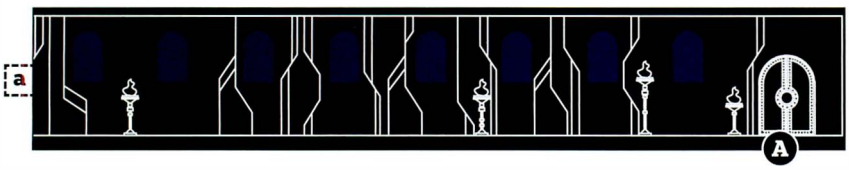


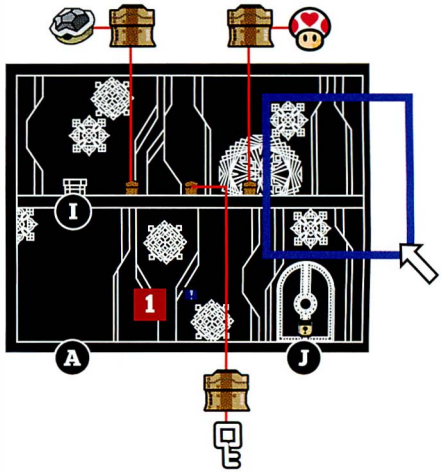


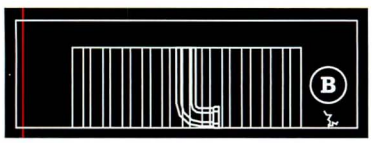
CHAPTER 8-2

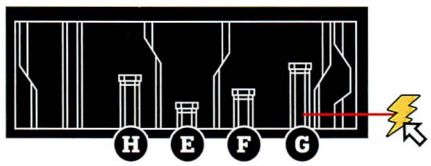
The Crash

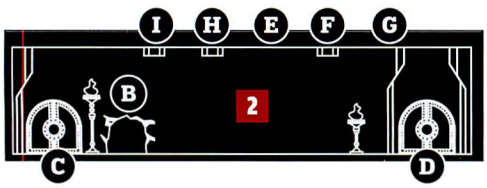
Bowser is gone—an apparent victim of poor castle design—so the three remaining heroes forge ahead into the gloom.

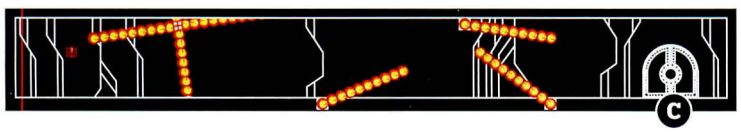


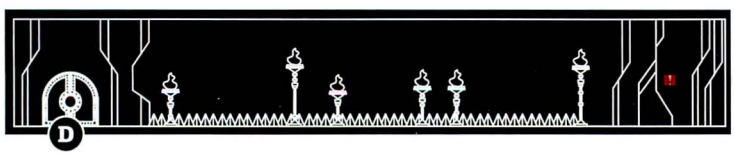


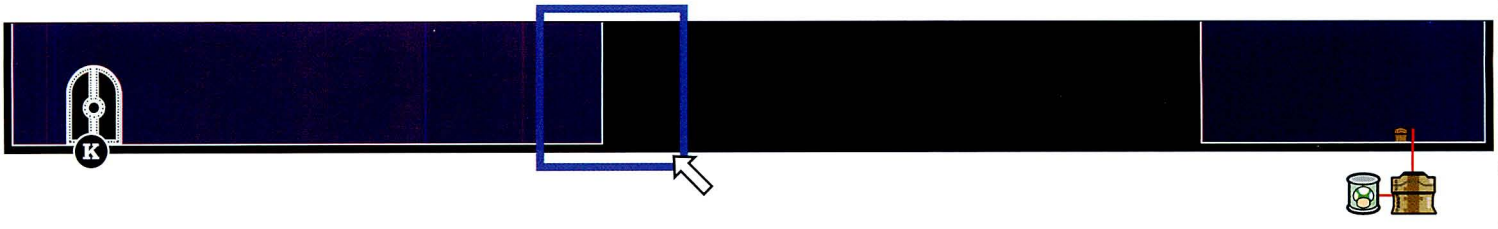


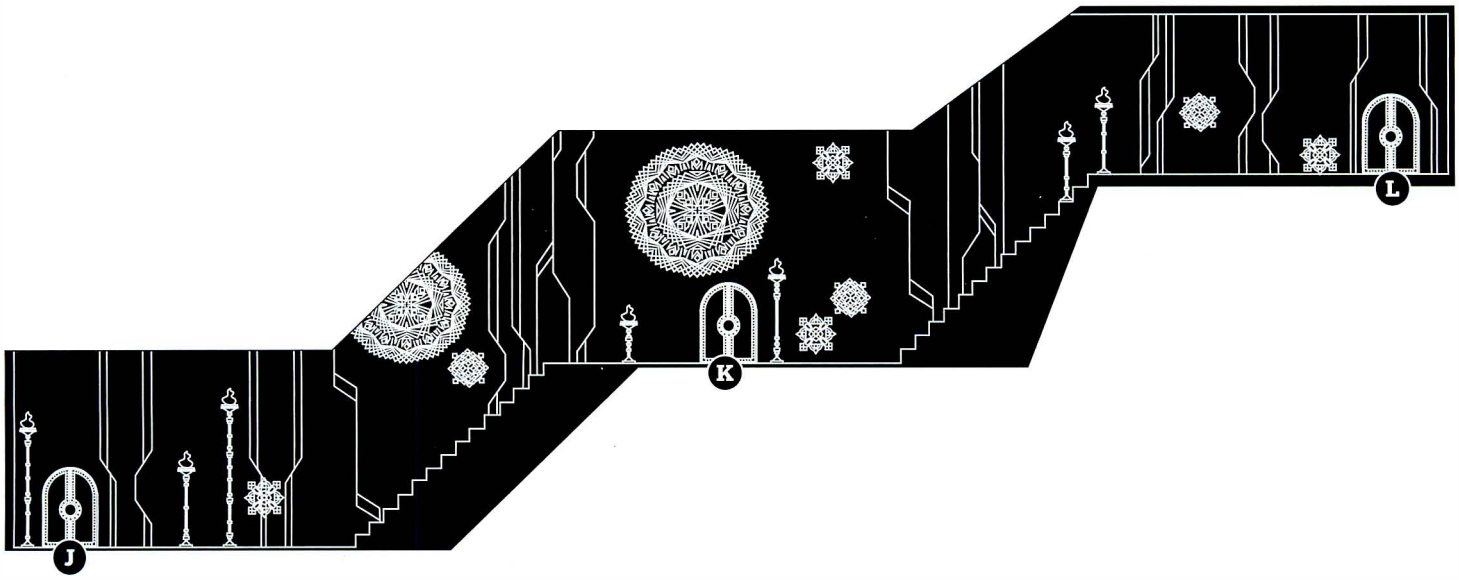


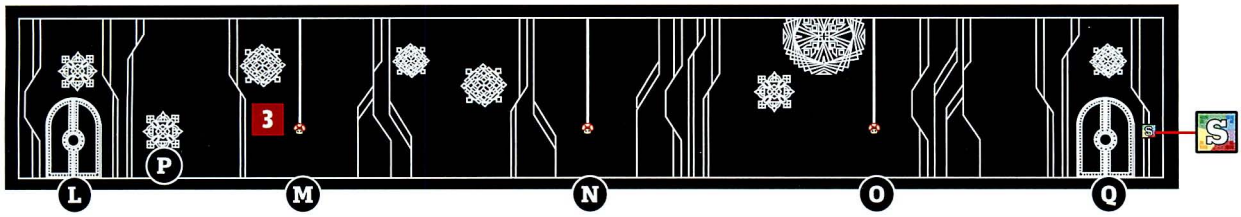


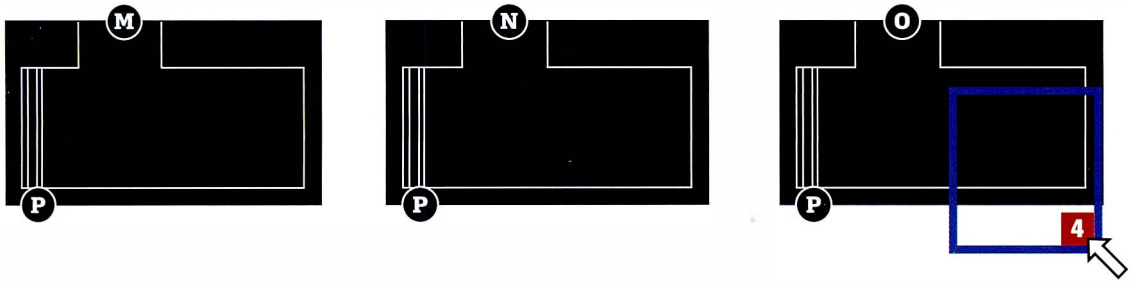


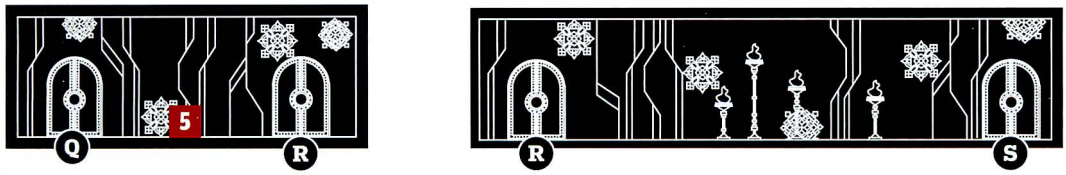


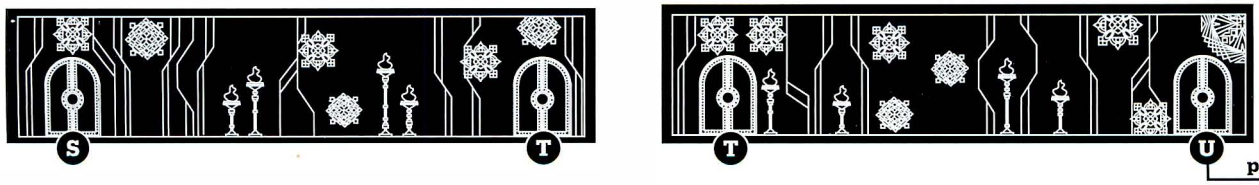












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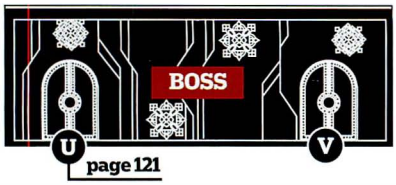

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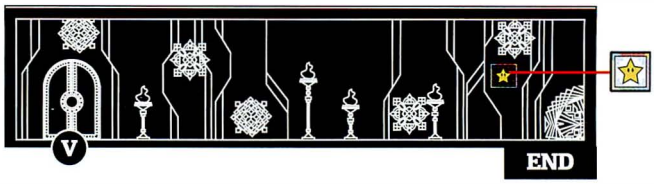
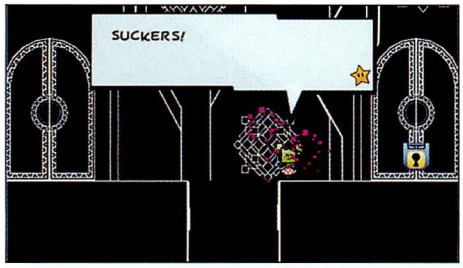
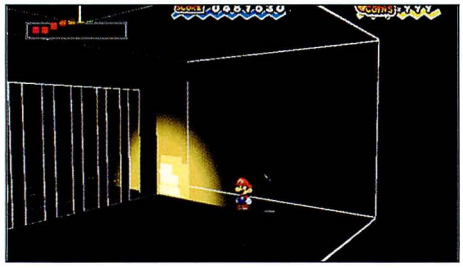
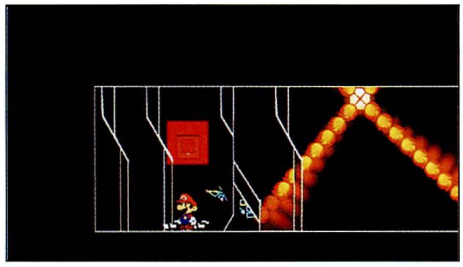


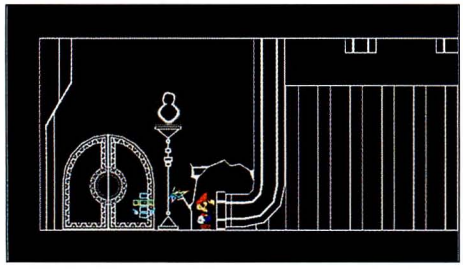
1 Mimi is up to her impersonation tricks again, but this time she's fooling no one. Go ahead and humor her—hit the ! Block so you fall into a pit. Once you're down there, use Boomer on the crack in the wall, flip, then enter the next room.





2 You can access two rooms from the room that contains a pipe. Enter door C and hit the ! Block twice to shift the pipe to the I pipe slot. Enter the pipe, grab the key and items, then flip and jump through the hole in the floor above door J.



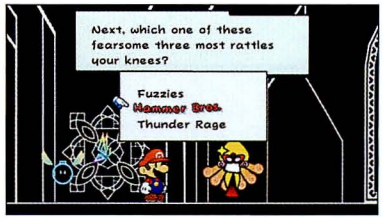


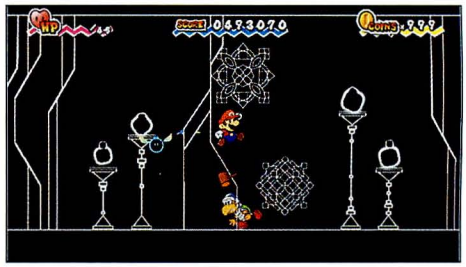
3 You've seen these traps before, but you get a nice Mushroom each time you fall for them, so go ahead and play the fool. You'll need to defeat all the enemies to get back to the booby-trapped room.

4 FLIP TIP

In the third pit beneath the booby-trapped room, flip so you can spot the Growmebas in 3-D. Defeat them to get the key to the next locked door.

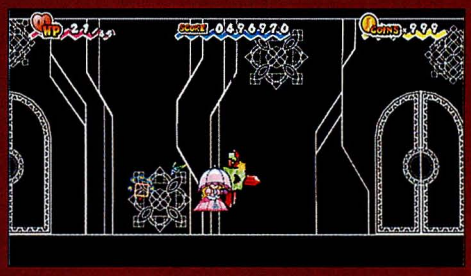
5 A disguised Mimi will ask you to tell her your least-favorite enemies from three lists. Inexplicably, the third choice in each quiz is a helpful item. Pick the items. If you pick an enemy, it will appear in a subsequent room.





BOSS Mimi

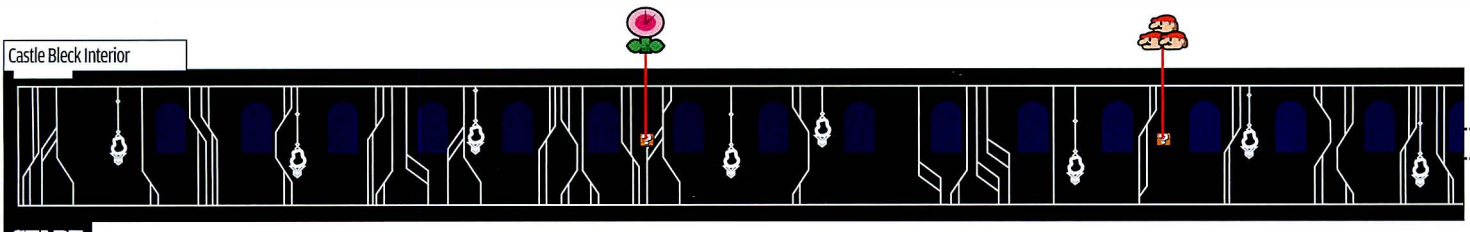
Peach has to go it alone against Mimi's spiderlike true form, but the battle should be a snap, thanks to the princess's umbrella. Take cover under the umbrella until Mimi tosses out some weaponized rubees, then grab one with Thoreau and heave it at Mimi (repeat as necessary). When Mimi pauses after she launches a buzzsaw attack, hop on her head.

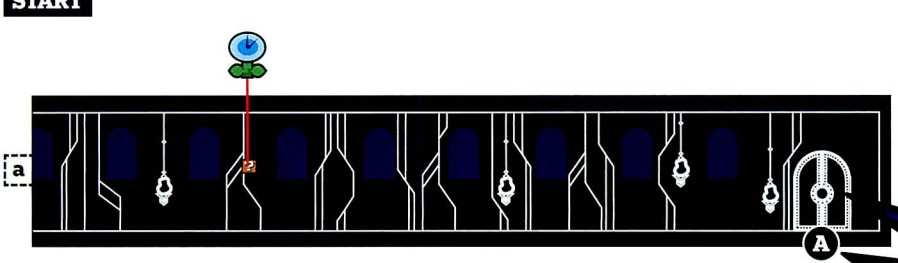


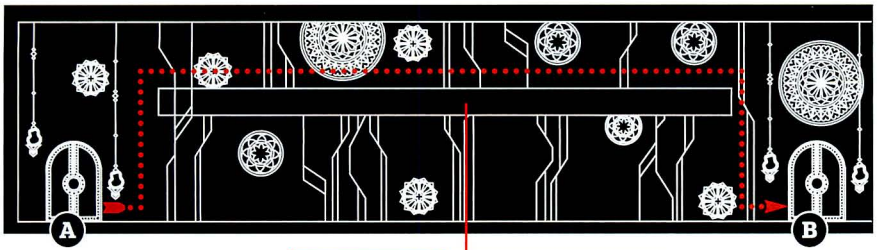
CHAPTER 8-3

Countdown to Destruction

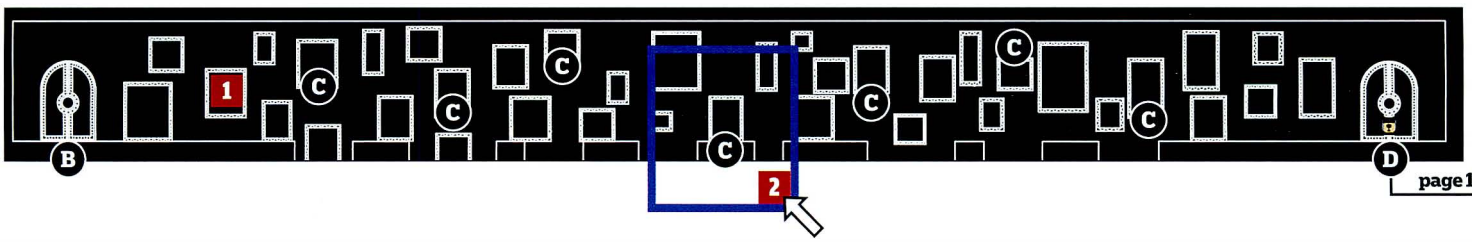
You're getting near the end now. It's time to reflect on the many places you've been . . . while you chase Dimentio through them.







You must take the high road as indicated on the map—and flip to defeat a Sobarribad—to exit this room.



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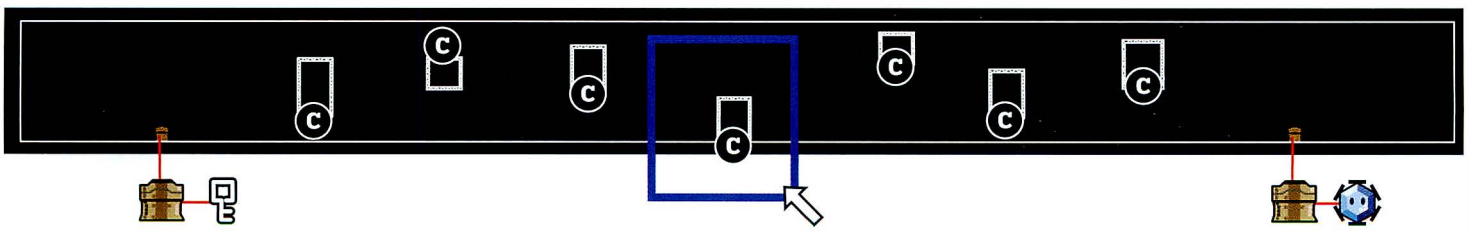
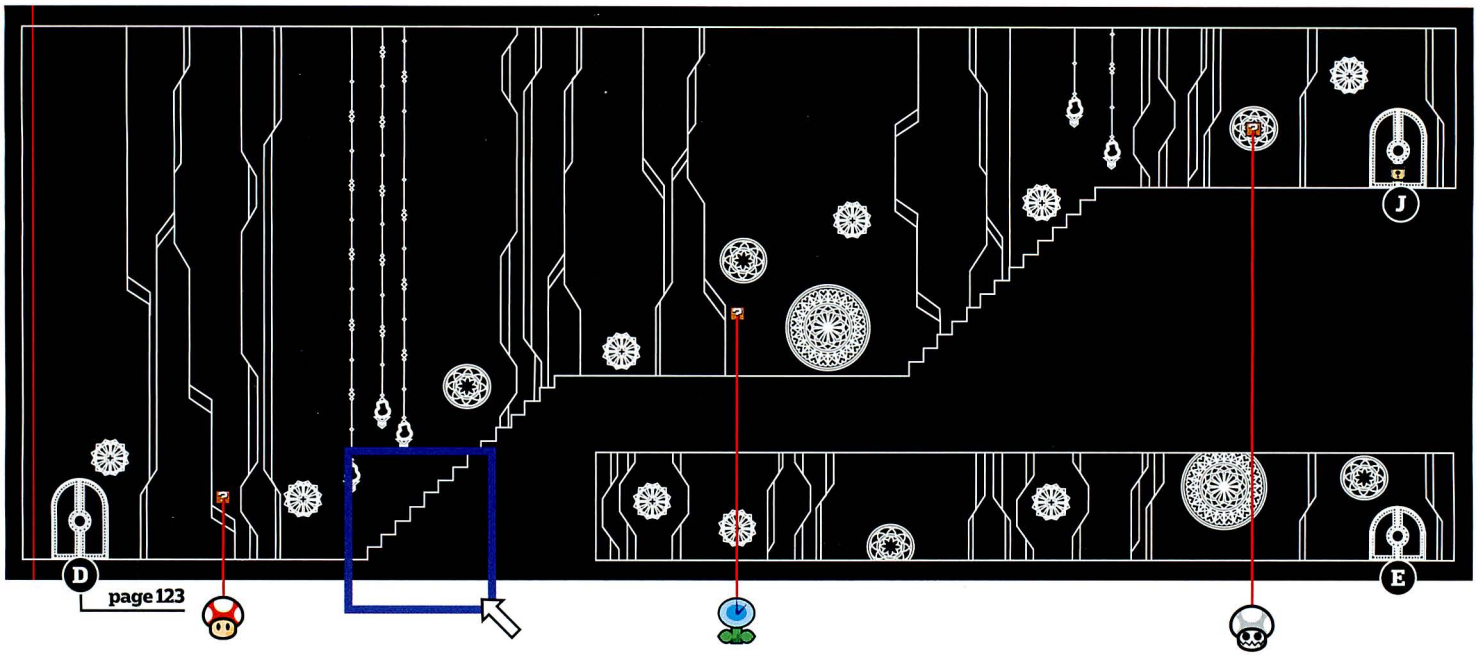
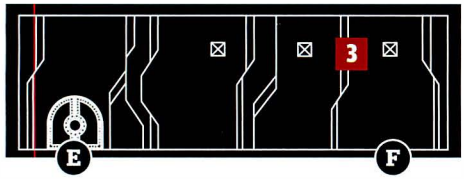
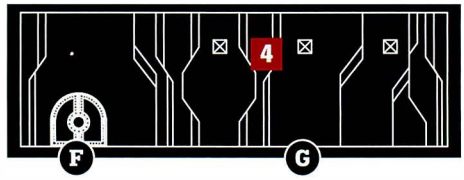
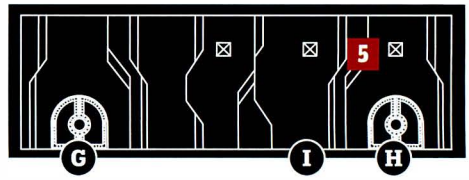
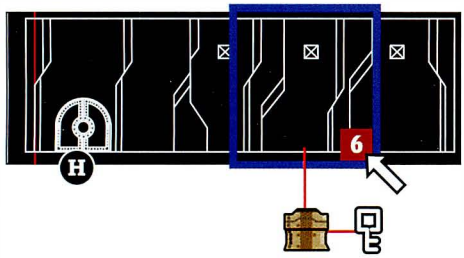


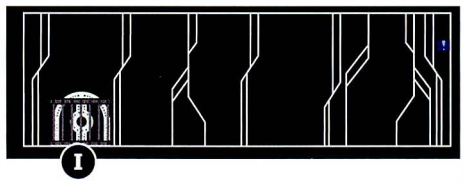




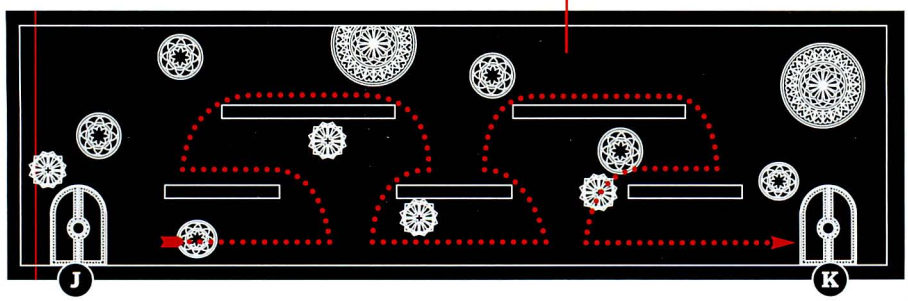


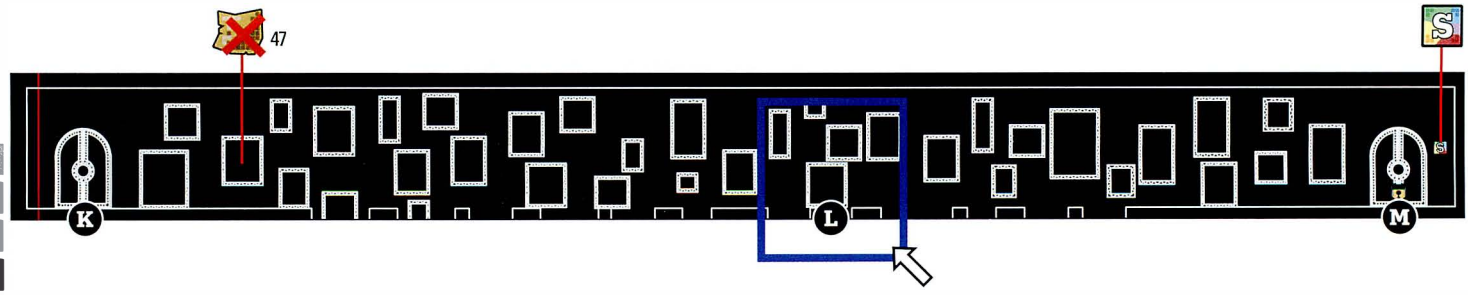


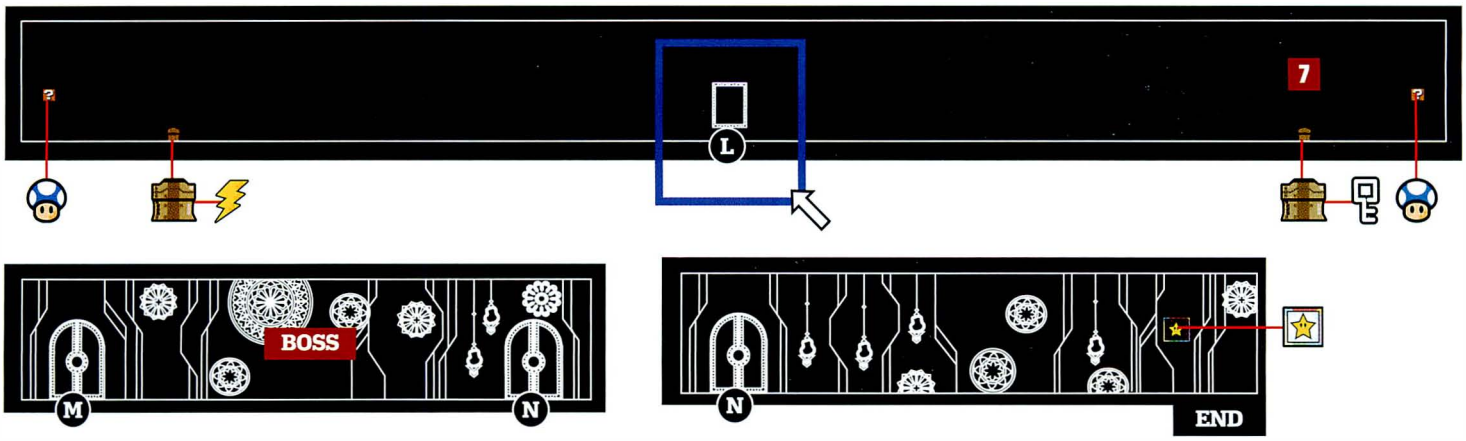




You'll need to take a specific path over the platforms to exit this room. The arrows that show you the path are visible only in 3-D.





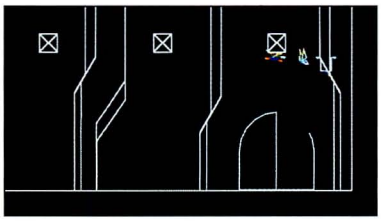


1 Your time in the hall of mirrors will be brief once you figure out which mirrors are actually windows to another room. Of course, you have to do that as Dimentio clones hurl starbursts at you. Don't fight the clones—just keep moving. The key to the locked door is in the room through the windows.

2 FLIP TIP

Flip when you reach the window at Mario's eye level (it isn't reflective), then jump through to the other side. Grab the key in the chest to proceed.

3 Only Luigi can hit the blocks—using his high jump—in a series of four rooms beyond a 3-D gap in the stairwell. In the first room, hit the far-left block to make a door appear.



4 It's the same drill in the next room that contains blocks, except now Luigi needs to hit the middle block to make a door appear.

5 The third room with blocks in it already has a door, but it leads to a trap. Hit the block above it to shift the door to the left and make a new door appear. Use the new door and ignore the shifted door—unless you like Chomps.

6 FLIP TIP

The last block room requires you to flip into 3-D so you can see numbers on the sides of the blocks. Hit the blocks in numerical order to reveal a door that leads to a key.

7 There is only one window in the second hall of mirrors (marked M on the map), and plenty of annoying Longadiles are in your way. Flip across the adjacent room, then use Cudge to smash your way through the crowd of Dimentios to get to a chest that holds a key.

BOSS Dimentio

Dimentio always has to add a twist to boss battles—in this one, he will lead you on a chase through all the previous chapters. Note which way he goes each time you warp to a new chapter. You'll need to find a lightning-bolt-like mark in each chapter—flip each one with Fleep to continue the chase.

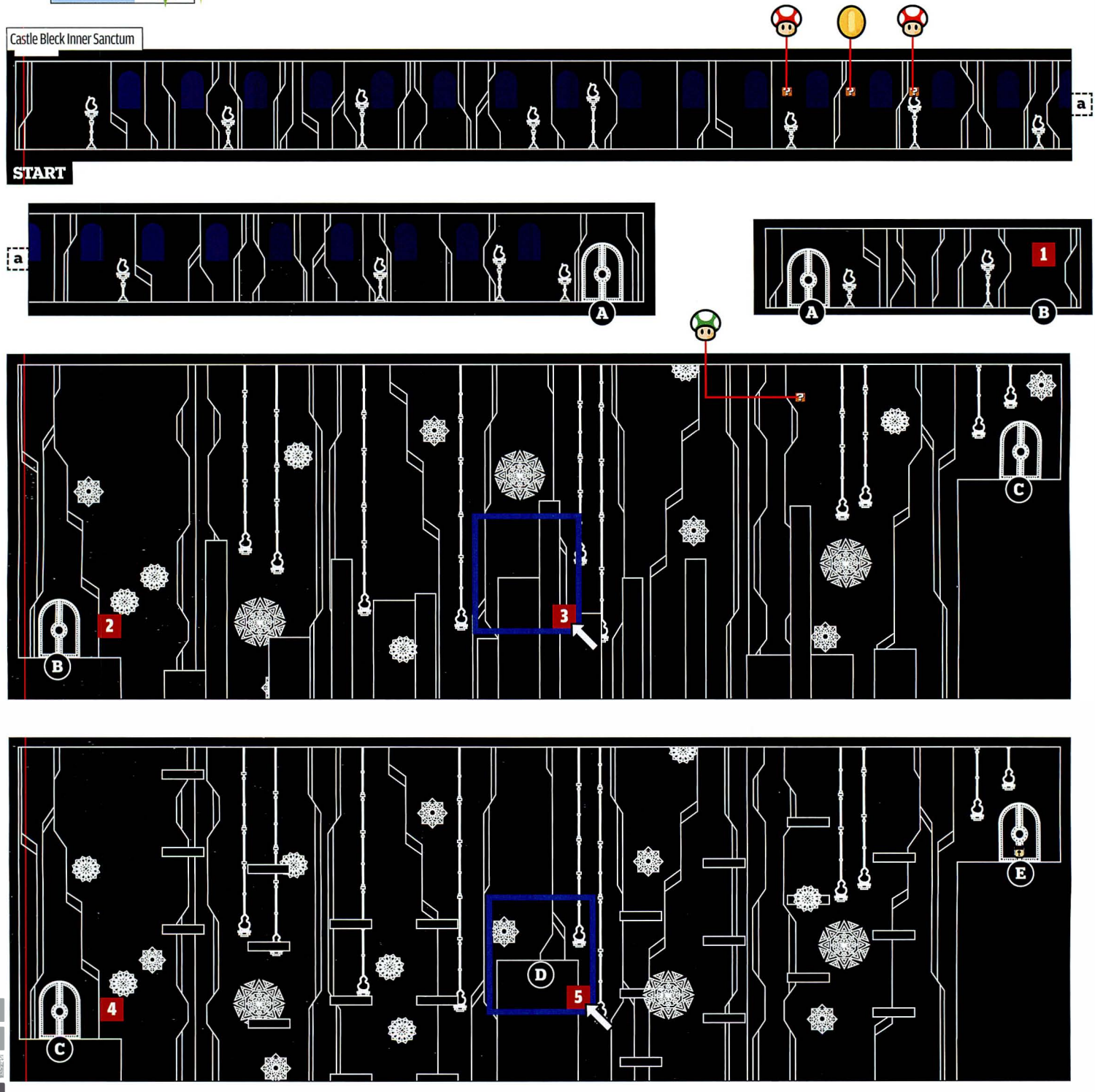
The chase will conclude at the castle. Dimentio will try to recruit you for his scheme to take down Count Bleck. Turn him down, or you'll regret it.

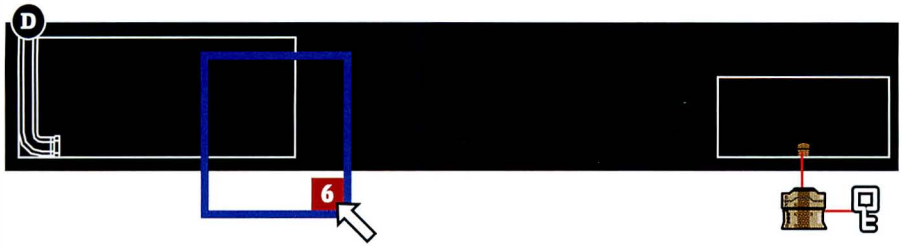
It's Luigi's turn for a solo boss fight, and he's *really* solo—none of the Pixls stick around to help out. Use old-school tactics: patiently avoid attacks, then jump on Dimentio's head.

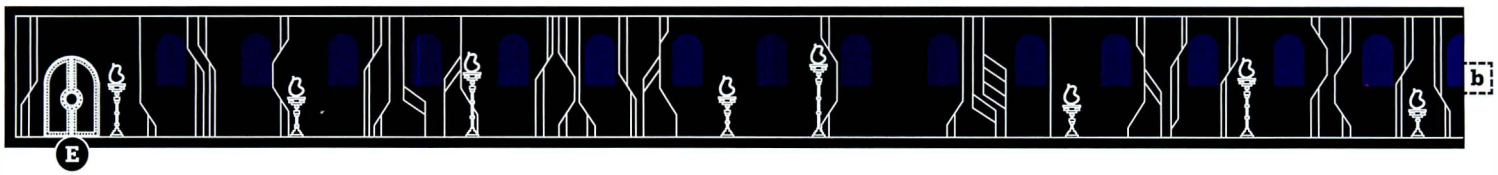
CHAPTER 8-4

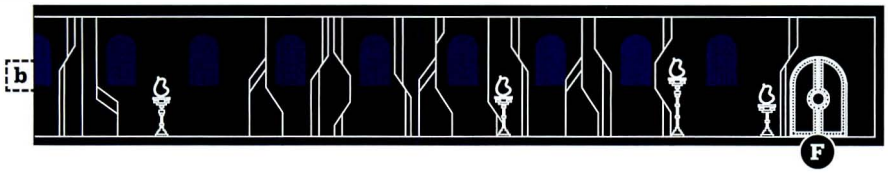
Tippi and Count Bleck

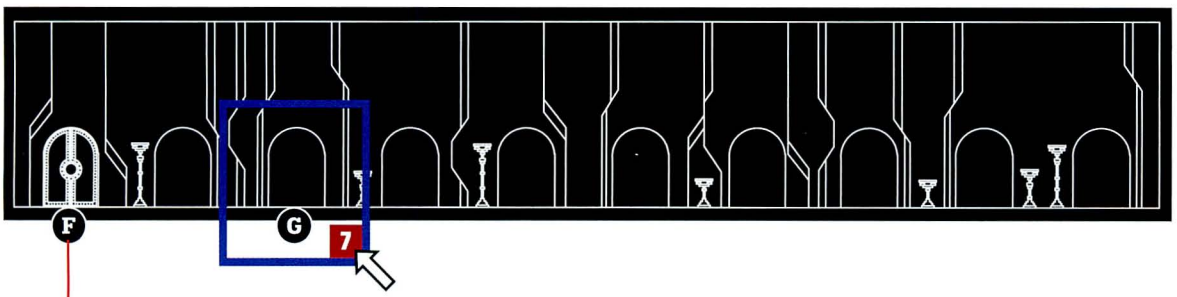
Even as a massive pixelated vortex begins to swallow the universe, who would believe that Mario will fail? I mean, come on.



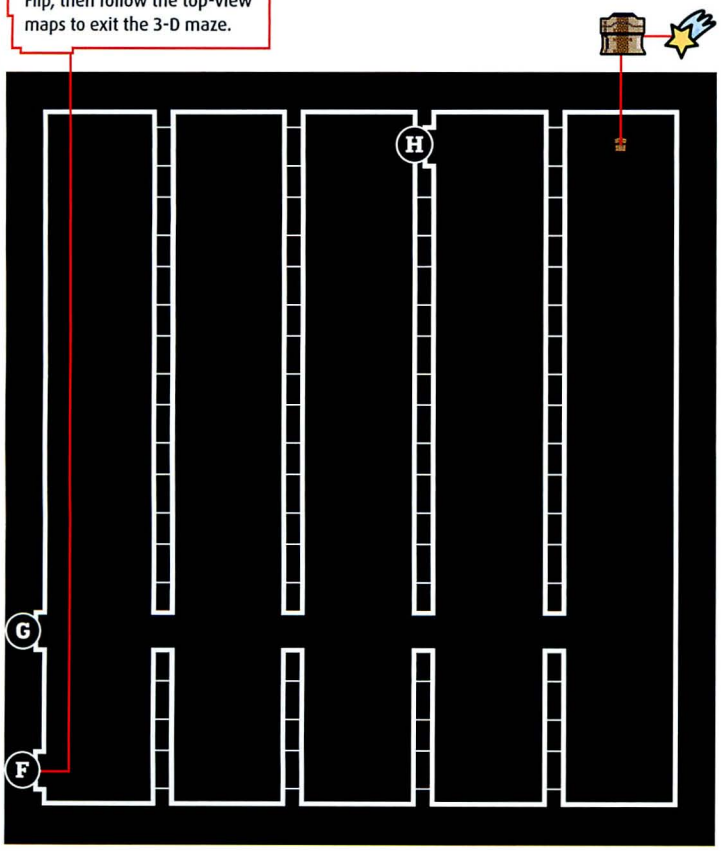








Flip, then follow the top-view maps to exit the 3-D maze.



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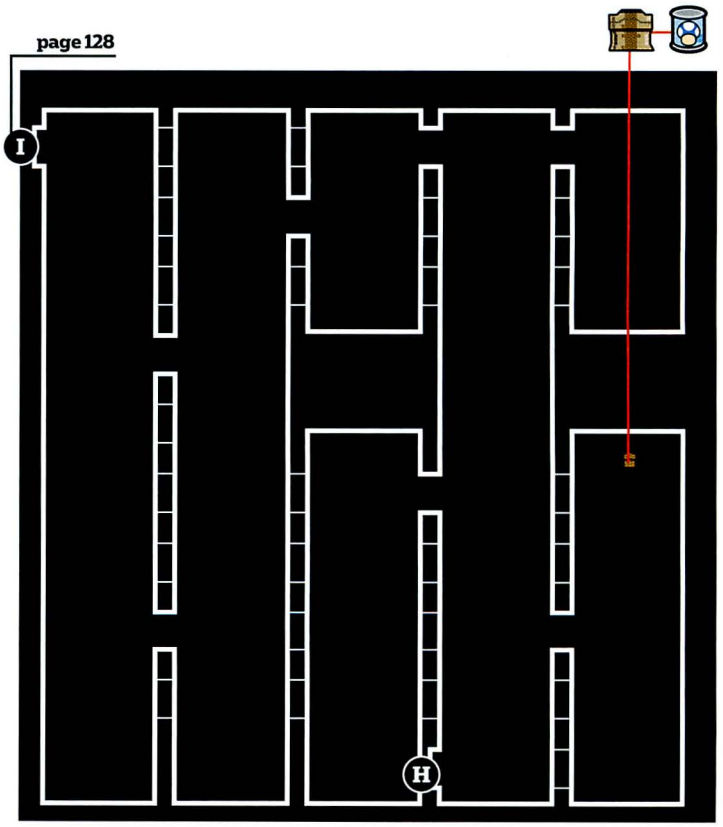

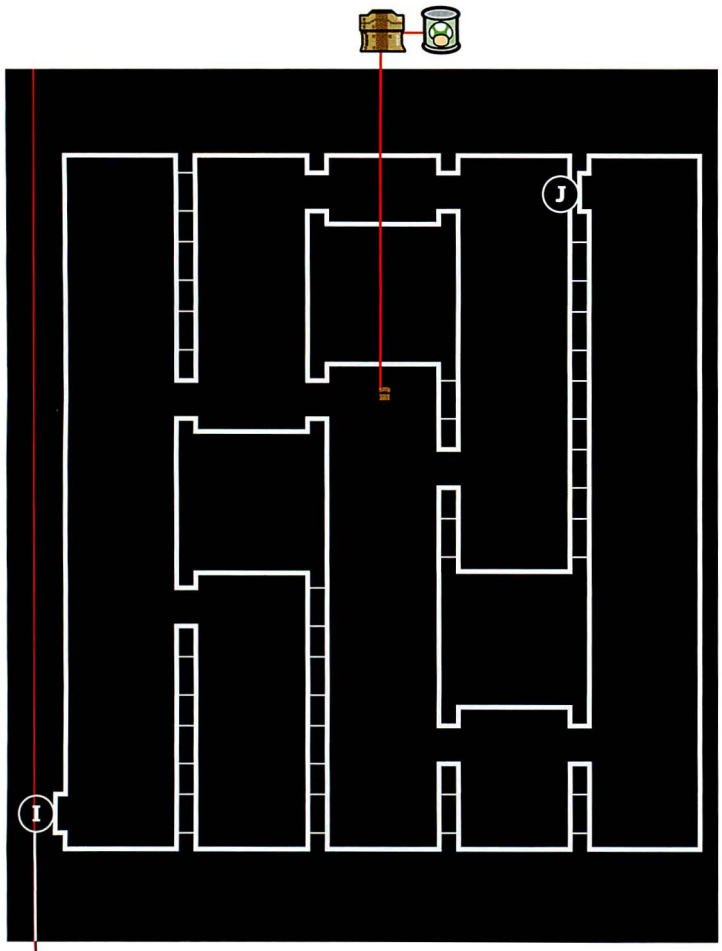

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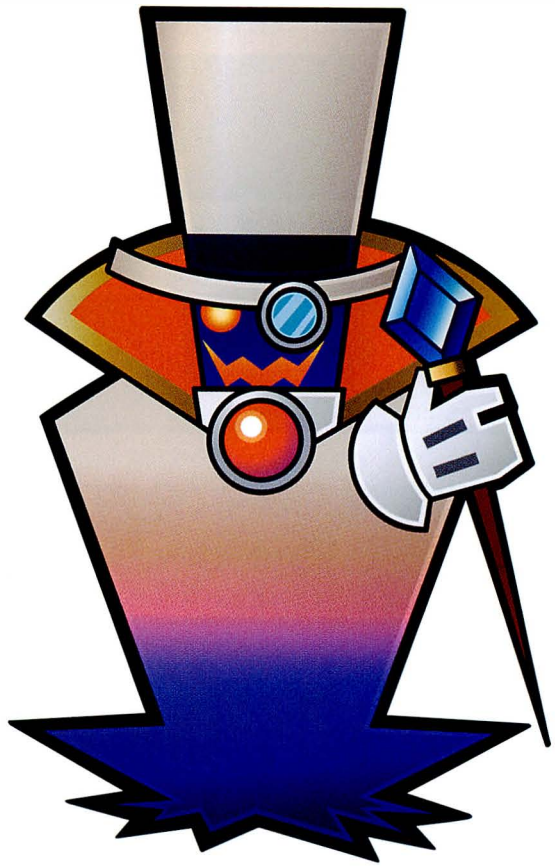
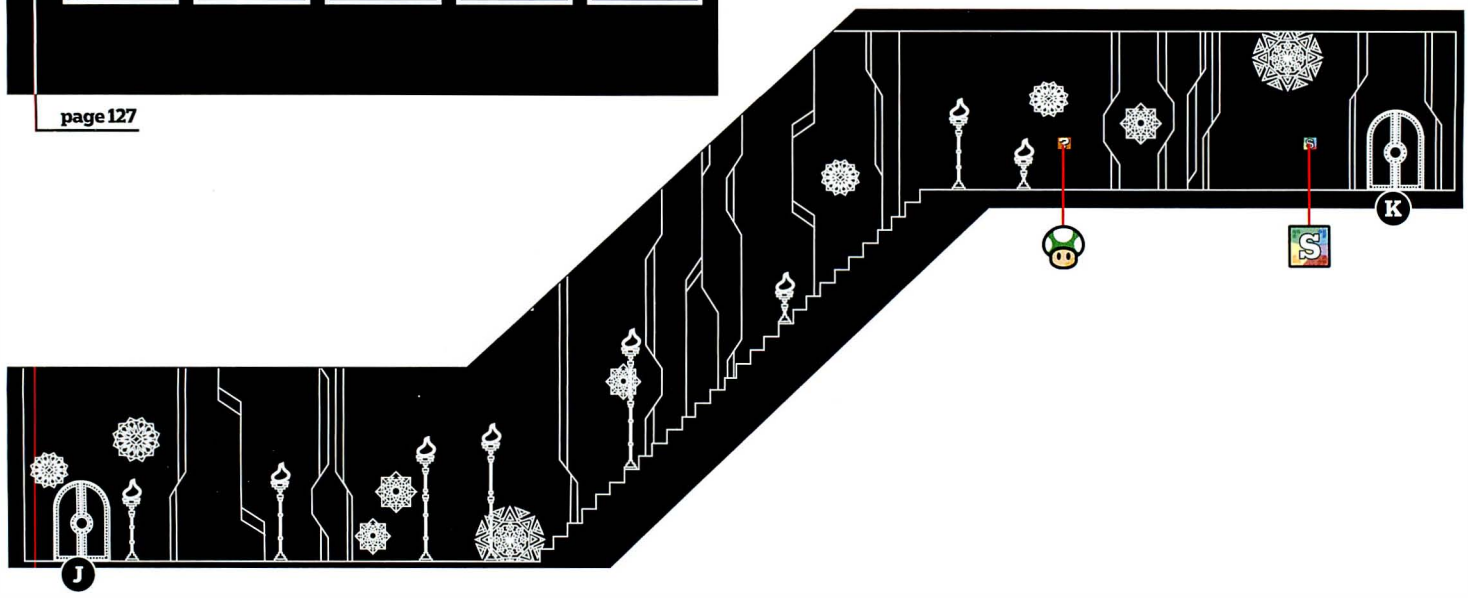
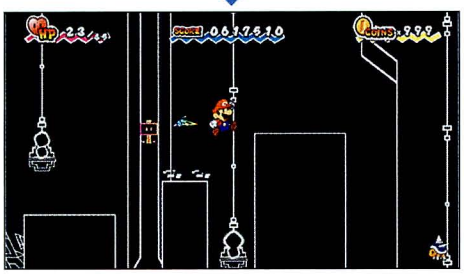




1 There's a suspicious door-sized space on the wall in the short hallway beyond door A. Have Tippi take a look.

2 Time to flex your platforming muscles! The moving platforms in the cavernous room between door B and door C will require perfect timing and sound judgement. The trip will be easier if you stay in 2-D for most of it.



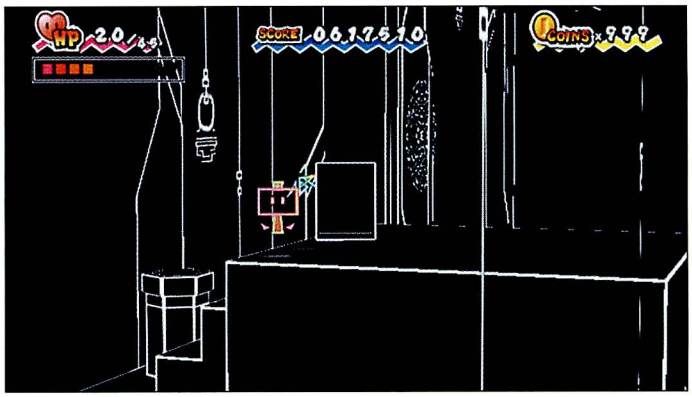
3 FLIP TIP

You'll reach an impasse about halfway through the room—a tall platform is unreachable in 2-D. Flip into 3-D then use the small moving pedestals to carefully jump around the platform.

4 The moving platforms in the next big room are smaller and move more like conveyor belts. Be sure you can see a platform moving into place each time you jump, or you may leap into an empty space.

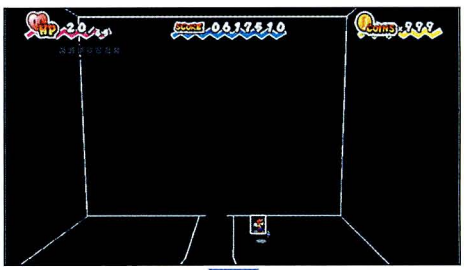
5 FLIP TIP

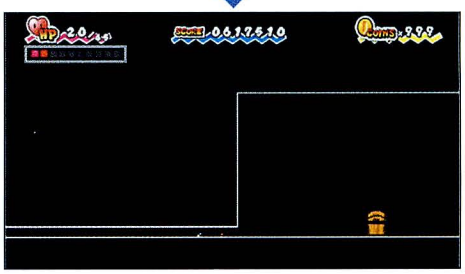
When you reach the relative safety of the large middle platform, flip so you can see a hidden pipe, then jump into it.



6 FLIP TIP

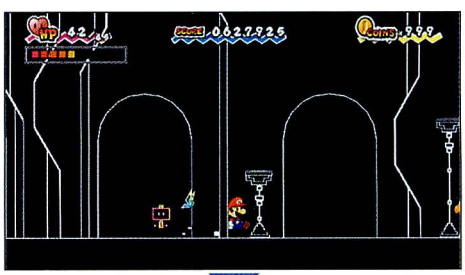
Use Dottie to shrink yourself, then flip so you can enter a mouse-sized hole that leads to a chamber containing a key.





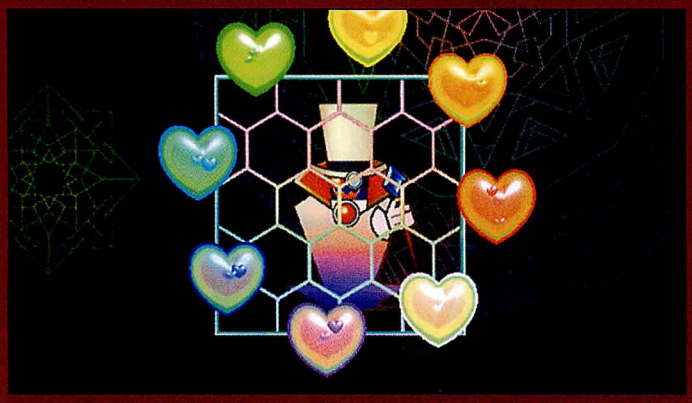
7 FLIP TIP

The final puzzle in the game is a doozy: a long sequence of parallel hallways that require you to flip back and forth from 2-D (top screenshot) to 3-D (bottom screenshot) to find open doorways. Because everything looks more or less the same in Castle Bleck, the task can be pretty confusing. Consult the top-view maps to make your life easier.



BOSS Count Bleck

Do your best to attack Count Bleck, but don't worry about your initial lack of success—you won't be able to hurt him until he stops to taunt you, and the three other members of your party join you. They'll bring along all the Pure Hearts, which will combine to render Bleck vulnerable to attacks.



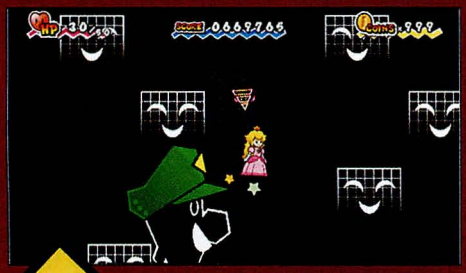
Once Bleck is vulnerable, switch to Peach and use Slim to avoid attacks. Seek the high ground, use Peach's umbrella to position her over Bleck, then drop on him to cause damage.

We suggest using the Peach-and-Slim combination in this battle, but you can defeat Bleck using any or all of the character/Pixl combinations (it just may take a bit longer).

Count Bleck has plenty of attacks in his tool kit, but the most dangerous one is the miniature vortex. Try to jump over it—if it sucks you in, Bleck will hit you with a dash attack.

BOSS Mr. L and Dimentio

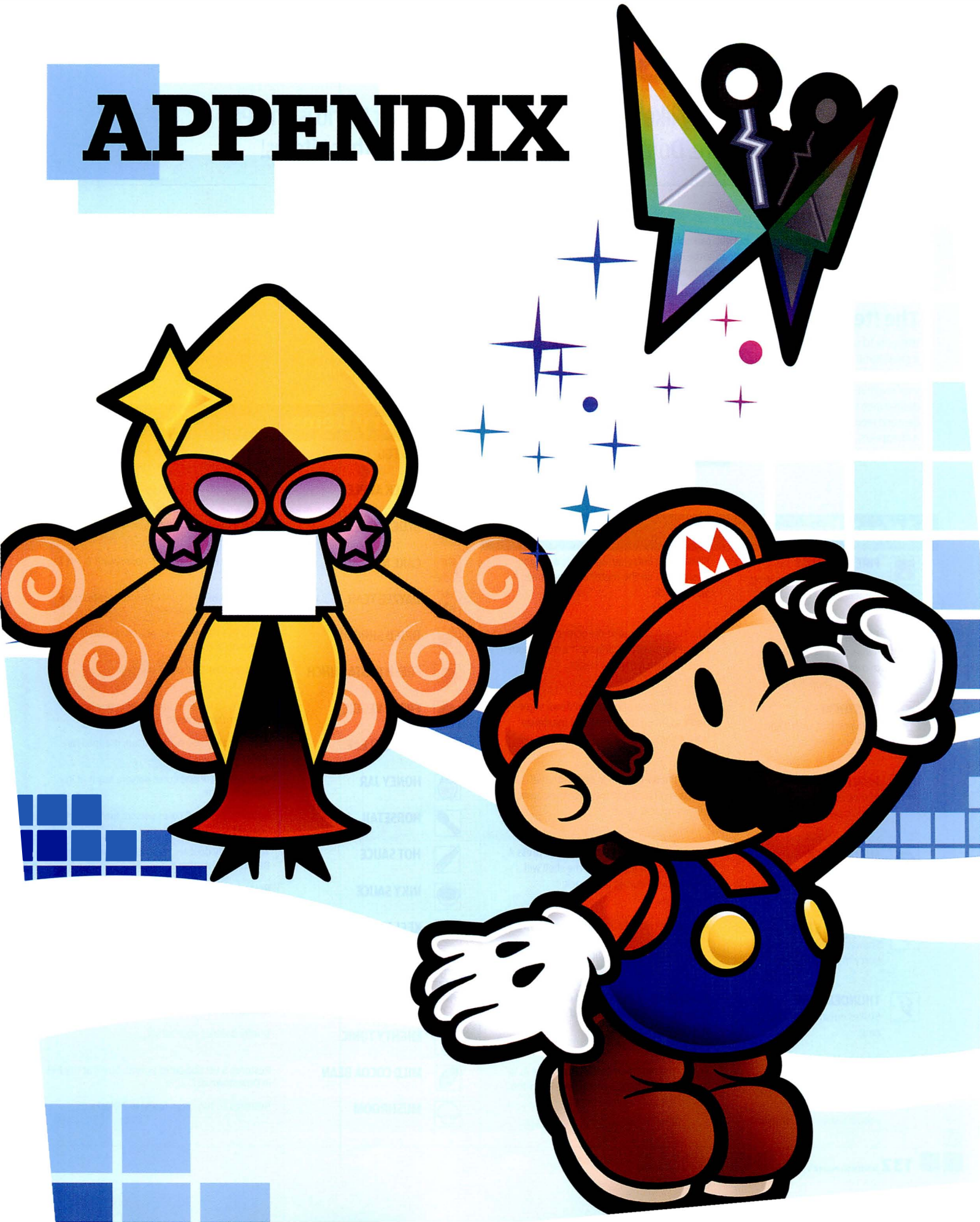
You may have defeated Count Bleck, but the boss battle is a long way from over—all of Dimentio's scheming finally comes to fruition as Bleck lies broken on the field of battle. Bleck's turncoat minion will grab the Chaos Heart then take control of Luigi to form a giant Mr. L/Dimentio monster. As in the Bleck battle, the boss will be invulnerable until your allies—which now include Count Bleck!—come to your aid.



Peach and Bowser are both good choices in this battle—for floating ability and strong attacks, respectively. Use Slim to stay invisible when the boss's targeted projectile attacks begin.

Stay sideways using Slim and get to a high platform so you can pound Mr. L/Dimentio's head and neck area. When the boss squats, give him a blast of Bowser's flame breath to inflict damage.

APPENDIX



Items

It may play like a platformer, but Super Paper Mario is an RPG at its core. Don't believe us? Just check out all these items!

Storage Solution

There are tons of items in the game, but you can hold only 10 at a time in your inventory (not including Important Things). To offload some items without losing them completely, visit one of Howzit's shops—he'll store up to 32 items for you, free of charge.

The Item-Swap Trick

With only 10 spots in your inventory, it's easy to fill up midchapter. If you come across an item you want and your inventory's full, discard the desired item then quickly use a lesser item and recollect the new one before it disappears.

Attack Items

FIRE BURST Broils enemies with searing flames.	Shake the controller up and down vigorously to fill up the meter and maximize your attack.
GHOST SHROOM Summons a Ghost Shroom to damage enemies; buy it at Notso's shop in Flopside.	Aim the Wii remote at the screen and move the cursor in circles around the mushroom icon to cause it to grow larger.
ICE STORM Pelts enemies with frigid shards of ice.	Shake the controller up and down vigorously to fill up the meter and maximize your attack.
POW BLOCK Rattles enemies on the ground and ceiling.	Shake the Wii remote in time with the onscreen prompts to increase the potency of your attack.
SHELL SHOCK Rams into enemies when you kick the shell.	Aim the Wii remote at the shell and press A to supersize it. If you miss, the shell will remain small during the attack.
SHOOTING STAR Showers enemies with a flurry of shooting stars.	Aim the Wii remote at the screen and fire at the star icons. The more you hit, the more powerful your attack will be.
THUNDER RAGE Strikes enemies with lightning.	Shake the controller up and down vigorously to fill up the meter and maximize your attack.
VOLT SHROOM Briefly paralyzes enemies you touch; buy it at Howzit's shop in Yold Town.	Follow the onscreen pattern using the A, 1, and 2 Buttons to fill a meter—the fuller the meter, the greater the effect.

Defense Items

BLOCK BLOCK Makes you invincible temporarily.	In rhythm, follow the onscreen pattern with the Control Pad. The better your timing, the longer the effect will last.
COURAGE SHELL Temporarily reduces the damage you take by half.	Press 2 while the meter is in the red to make the Courage Shell more effective.

Recovery Items

BIG EGG	Restores 12 HP and cures poison; buy it at Itty Bits in Flipside.
BLACK APPLE	Restores 1 HP and cures poison; find it on a tree in Overthere Stair.
BLUE APPLE	Restores 5 HP and cures poison; find it on a tree in Overthere Stair.
CAKE MIX	Restores 5 HP and cures poison; buy it at Itty Bits in Flipside.
DAYZEE TEAR	Restores 3 HP and cures poison; dropped randomly by Crazee Dayzees.
DRIED SHROOM	Restores 1 HP and cures poison; available somewhere in Flopside.
FRESH PASTA BUNCH	Restores 5 HP and cures poison.
FRESH VEGGIE	Restores 10 HP and cures poison; buy it at Itty Bits near the Dotwood Tree.
GOLDEN LEAF	Restores 1 HP and cures poison; dropped randomly by Amazy Dayzees.
HONEY JAR	Restores 10 HP and cures poison; buy it at Itty Bits in Flipside.
HORSETAIL	Restores 7 HP and cures poison; buy it at Itty Bits near the Dotwood Tree.
HOT SAUCE	Temporarily doubles your Attack; buy it at Itty Bits in The Overthere.
INKY SAUCE	Restores 3 HP and cures poison; dropped randomly by Bloopers.
KEEL MANGO	Restores 7 HP and cures poison; buy it at Itty Bits in Downtown of Crag.
LIFE SHROOM	Automatically restores 5 HP if you fall in battle; buy it at Howzit's shop in Flipside.
LONG-LAST SHAKE	Regenerates your HP over time; buy it at Howzit's shop in Flipside.
MIGHTY TONIC	Briefly doubles your attack.
MILD COCOA BEAN	Restores 5 HP and cures poison; buy it at Itty Bits in Downtown of Crag.
MUSHROOM	Restores 10 HP; often found in ? Blocks.

PEACHY PEACH	Restores 10 HP and cures poison; buy it at Itty Bits near the Dotwood Tree.
PINK APPLE	Restores 5 HP and cures poison; find it on a tree in Overthere Stair.
POWER STEAK	Restores 15 HP and cures poison; buy it at Itty Bits in Flopside.
PRIMORDIAL FRUIT	Restores 10 HP and cures poison; buy it at the shop in Downtown of Crag.
RED APPLE	Restores 5 HP and cures poison; find it on a tree in Overthere Stair.
SAP SOUP	Restores 3 HP and cures poison; dropped randomly by Floro Sapiens.
SHROOM SHAKE	Restores 10 HP and cures poison; buy it at Howzit's shop in Flipside.
SLIMY SHROOM	Restores 10 HP and cures poison; available somewhere in Flopside.
SMELLY HERB	Restores 5 HP and cures poison; buy it at Itty Bits in Flopside.
SUPER SHROOM	Restores 20 HP; often found in ? Blocks.
SUPER SHROOM SHAKE	Restores 20 HP and cures poison; buy it at Notso's shop in Flopside.
TURTLEY LEAF	Reduces all damage by half; dropped randomly by Koopas.
ULTRA SHROOM	Restores 50 HP; often found in ? Blocks.
ULTRA SHROOM SHAKE	Restores 50 HP and cures poison; buy it at Notso's shop in Flopside.
WHACKA BUMP	Restores 30 HP and cures poison; dropped randomly by Whackas.
YELLOW APPLE	Restores 5 HP and cures poison; find it on a tree in Overthere Stair.

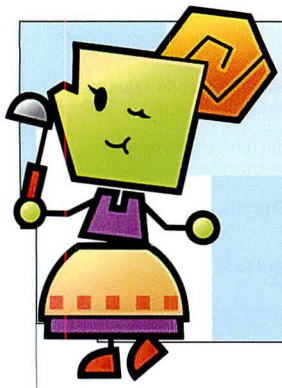
Miscellaneous Items

BONE-IN CUT	Temporarily doubles your Attack; dropped randomly by Muths.
CATCH CARD	Catches an enemy's soul (rarely works).
CATCH CARD SP	Catches an enemy's soul (almost always works).
GOLD BAR	A bar worth around 100 coins.
GOLD BAR x 3	A trio of gold bars; worth around 300 coins.
GOLD MEDAL	A medal worth 10,000 points.
HP PLUS	Raises HP by 5 permanently.
MEGA STAR	Makes you huge and invincible for a short time; often found in ? Blocks.
MYSTERY BOX	Becomes a random item when used.
PAL PILLS	Summons little buddies to surround and defend you; often found in ? Blocks.
POISON SHROOM	Poisons and damages you; dropped randomly by Cursyas.
POWER PLUS	Raises Attack by 1 permanently.
SLEEPY SHEEP	Briefly puts enemies to sleep.
SLOW FLOWER	Temporarily slows down time; triples value of coins and points; often found in ? Blocks.
SPEED FLOWER	Temporarily speeds up time; triples value of coins and points; often found in ? Blocks.
STAR MEDAL	A medal worth 1,000 points.
STOP WATCH	Stops enemies in their tracks.

Important Things

The Important Things category contains a wide variety of items with various purposes. Many of these items will be in your inventory for only a short time.

ANCIENT CLUE	Serves as toilet paper for Fleep in Chapter 4-2.
AUTOGRAPH	In the Piccolo side quest, Paper transforms into this item once Merlumina signs it.
CARD KEY	Opens the door to the processing center in Chapter 5-4.
COOKING DISKS	Unlocks a page of the Dining Specializer. (There are seven Cooking Disks in all.)
CRYSTAL BALL	You must deliver this item to Merlee in the Piccolo side quest.
DIET BOOK	Return this to Hagra in Chapter 7-2.
FLORO SPROUT	A disguise you'll get from O'Chunks in Chapter 5-4.
ELEMENTAL TABLETS	Needed to obtain Cudge in Chapter 5-2; there are three Tablets—Stone, Fire, and Water.
GOLDEN CARD	Unlocks the Hammer Whacker arcade game.
GOLDFISH BOWL	You'll get this from Pook in Flipside; it becomes the Helmet.
HELMET	A breathing apparatus you need in Chapter 4-1; the Goldfish Bowl becomes this item.
KEYS	Opens doors in various areas; keys come in several varieties.
ORBS	Needed to create a bridge in Chapter 7-4; there are three Orbs—Yellow, Red, and Blue.
PAPER	You'll receive this item from Watchitt in the Piccolo side quest.
RETURN PIPE	Returns you to Flipside from most chapters.
TRAINING MACHINE	An exercise machine that you must deliver to Merluvlee in the Piccolo side quest.
YOU-KNOW-WHAT	A mysterious item that you must deliver to Bestovius in the Piccolo side quest.



Recipes

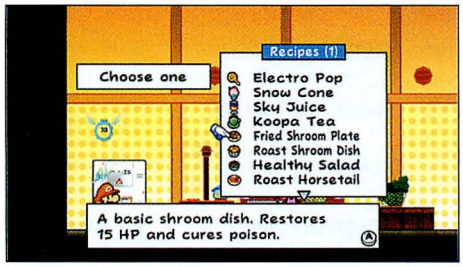
Learning your way around the kitchen can give you a huge advantage in any dimension.

Kiss the Cooks

You can create recipes in two places. The first is Saffron's restaurant, located on the first floor of Flipside. She can cook only recipes that require one ingredient (such as Block Meal). The second restaurant is operated by Dyllis on the first floor of Flopside. Dyllis can make recipes that require two ingredients (such as Awesome Snack).

The Dining Specializer

Both Saffron's and Dyllis's establishments allow you access to the Dining Specializer, a device that looks like a DS Lite. The Dining Specializer reads Cooking Disk items that you'll find throughout the game. (There are seven Cooking Disks in all—see the walkthrough maps and the Flipside/Flopside poster for every Cooking Disk location.) Inputting every Cooking Disk into the Dining Specializer will give you a catalog of items and recipes.



Recipes

Awesome Snack
Cake Mix, Fresh Veggie
Restores 5 HP and cures poison.

Berry Snow Bunny
Snow Bunny, Pink Apple
Freezes enemies.

Block Meal
Block Block
Briefly makes you invincible.

Chocolate Cake
Mild Cocoa Bean, Cake Mix
Restores 15 HP and cures poison.

Choco Pasta Dish
Mild Cocoa Bean, Fresh Pasta Bunch
Restores 5 HP and cures poison.

Couple's Cake
Snow Bunny, Berry Snow Bunny
Brings back fond memories.

Dangerous Delight
Poison Shroom
Afflicts you with multiple status effects.

Dayzee Syrup
Dayzee Tear
Doubles Attack and gradually fills HP.

Dyllis Breakfast
Shroom Shake, Spicy Soup
Restores 15 HP and cures poison.

Dyllis Deluxe
Shroom Steak, Gorgeous Steak
Restores 90 HP and cures poison.

Dyllis Dinner
Fried Shroom Plate, Meat Pasta Dish
Fills 30 HP and cures poison.

Dyllis Dynamite
Egg Bomb, Dyllis Breakfast
Damages enemies.

Dyllis Lunch
Fried Shroom Plate, Spaghetti Plate
Restores 20 HP and cures poison.

Dyllis Special
Roast Shroom Dish, Fruity Hamburger
Restores 60 HP and cures poison.

Egg Bomb
Fire Burst, Big Egg
Damages enemies.

Electro Pop
Thunder Rage
Zaps any foe that touches you.

Emergency Ration
Fire Burst, Shroom Shake
Restores 10 HP and cures poison. (Restores 50 HP when used in The Pit of 100 Trials.)

Fried Egg
Big Egg
Restores 15 HP and cures poison.

Fried Shroom Plate
Shroom Shake
Restores 15 HP and cures poison.

Fruit Parfait
Peachy Peach, Snow Cone
Freezes enemies and causes damage.

Fruity Cake
Peachy Peach, Mushroom Crepe
Restores 15 HP and cures poison.

Fruity Hamburger
Power Steak, Keel Mango
Restores 25 HP and cures poison.

Fruity Punch
Peachy Peach, Keel Mango
Restores 15 HP and cures poison.

Fruity Shroom
Peachy Peach, Shroom Shake
Restores 15 HP and cures poison.

Gingerbread House
Chocolate Cake, Mousse
Restores 30 HP and cures poison.

Golden Choco-Bar
Mild Cocoa Bean, Golden Leaf
Restores 25 HP and cures poison.

Golden Meal
Gold Bar
Restores 1 HP and cures poison.

Gorgeous Steak
Power Steak, Hamburger
Restores 25 HP and cures poison.

Gradual Syrup
Long-Last Shake, Peachy Peach
Gradually restores HP.

Hamburger
Power Steak
Restores 20 HP and cures poison.

Healthy Salad
Fresh Veggie
Restores 15 HP and cures poison.

Heartful Cake
Cake Mix, Lovely Chocolate
Gradually fills HP over time.

Heavy Meal
Honey Jar, Honey Candy
Makes you feel sluggish.

Herb Tea
Smelly Herb
Restores 7 HP and cures poison.

Honey Candy
Honey Jar
Restores 12 HP and cures poison.

Honey Shroom
Shroom Shake, Honey Jar
Restores 10 HP and cures poison.

Honey Super
Super Shroom Shake, Honey Jar
Restores 20 HP and cures poison.

Horsetail Tart
Horsetail, Cake Mix
Restores 12 HP and cures poison.

Hot Dog
Power Steak, Fresh Veggie
Restores 20 HP and cures poison.

Ink Pasta Dish
Inky Sauce, Fresh Pasta Bunch
Restores 25 HP and cures poison.

Inky Soup
Inky Sauce
Restores 15 HP and cures poison.

Koopa Dumpling
Cake Mix, Turtley Leaf
Halves damage taken.

Koopa Pilaf
Turtley Leaf, Horsetail
Briefly halves damage taken.

Koopa Tea
Turtley Leaf
Briefly halves damage taken.

Koopasta Dish
Turtley Leaf, Fresh Pasta Bunch
Briefly halves damage taken.

Love Noodle Dish
Lovely Chocolate, Fresh Pasta Bunch
Briefly doubles Attack; halves damage taken; paralyzes any enemy you touch.

Love Pudding
Big Egg, Lovely Chocolate
Makes you feel tingly.

Lovely Chocolate
Mild Cocoa Bean, Fire Burst
Doubles Attack and briefly halves damage taken. Any enemy that touches you will be shocked.

Luxurious Set
Dyllis Dinner, Fried Shroom Plate
Restores 30 HP and cures poison.

Mango Juice
Keel Mango
Restores 10 HP and cures poison.

Mango Pudding
Big Egg, Keel Mango
Restores 20 HP and cures poison.

Meat Pasta Dish
Power Steak, Fresh Pasta Bunch
Restores 18 HP and cures poison.

Megaton Dinner
POW Block
Shakes the ground and damages enemies.

Meteor Meal
Shooting Star
Can be used against enemies.

Miracle Dinner
Mystery Box
Restores 1 HP and cure poison.

Mistake
(Ingredients Vary)
Fills 1 HP and cures poison.

Mistake
Sleepy Sheep
Puts multiple enemies to sleep.

Mixed Shake
Peach Juice, Mango Juice
Restores 20 HP and cures poison.

Mousse
Cake Mix, Big Egg
Restores 15 HP and cures poison.

Mushroom Crepe
Shroom Shake, Cake Mix
Restores 20 HP and cures poison.

Odd Dinner
Fried Shroom Plate, Poison Shroom
Restores 2 HP and cures poison.

Omelette Plate
Big Egg, Horsetail
Restores 20 HP and cures poison.

Peach Juice
Peachy Peach
Restores 12 HP and cures poison.

Peach Tart
Peachy Peach, Cake Mix
Restores 15 HP and cures poison.

Primordial Dinner
Primordial Fruit, Shroom Shake
Restores 15 HP and cures poison.

Roast Horsetail
Horsetail
Restores 10 HP and cures poison.

Roast Shroom Dish
Super Shroom Shake
Restores 30 HP and cures poison.

Roast Whacka Bump
Whacka Bump
Restores 5 HP and cures poison.

Sap Muffin
Sap Soup, Cake Mix
Restores 20 HP and cures poison.

Sap Syrup
Sap Soup
Briefly halves damage taken and slowly regenerates HP.

Shroom Broth
Shroom Shake, Smelly Herb
Restores 15 HP and cures poison.

Shroom Cake
Super Shroom Shake, Cake Mix
Restores 30 HP and cure poison.

Shroom Choco-bar
Mild Cocoa Bean, Shroom Shake
Restores 15 HP and cures poison.

Shroom Delicacy
Shroom Shake, Dayzee Tear
Restores 10 HP and cures poison.

Shroom Pudding
Big Egg, Shroom Shake
Restores 25 HP and cures poison.

Shroom Steak
Ultra Shroom Shake
Restores 70 HP and cures poison.

Sky Juice
Blue Apple
Restores 15 HP and cures poison.

Slimy Extract
Slimy Shroom
Cure curse and poison.

Snow Bunny
Snow Cone, Turtley Leaf
Freezes enemies.

Snow Cone
Ice Storm
Freezes enemies and causes damage.

Space Food
Ice Storm, Shroom Shake
Restores 10 HP and cures poison. In space this recipe restores 50 HP.

Spaghetti Plate
Fresh Pasta Bunch
Restores 15 HP and cures poison.

Spicy Dinner
Big Egg, Hot Sauce
Temporarily doubles Attack.

Spicy Pasta Dish
Hot Sauce, Fresh Pasta Bunch
Temporarily doubles Attack.

Spicy Soup
Fire Burst
Restores 8 HP and cures poison.

Spit Roast
Bone-In Cut
Temporarily doubles Attack.

Stamina Juice
Inky Sauce, Honey Jar
Restores HP gradually.

Standard Chocolate
Mild Cocoa Bean, Poison Shroom
Makes you feel sluggish.

Sweet Choco-Bar
Mild Cocoa Bean, Honey Jar
Restores 5 HP and cures poison.

Sweet Cookie Snack
CakeMix
Restores 10 HP and cures poison.

Town Special
Primordial Fruit
Restores 5 HP and cures poison.

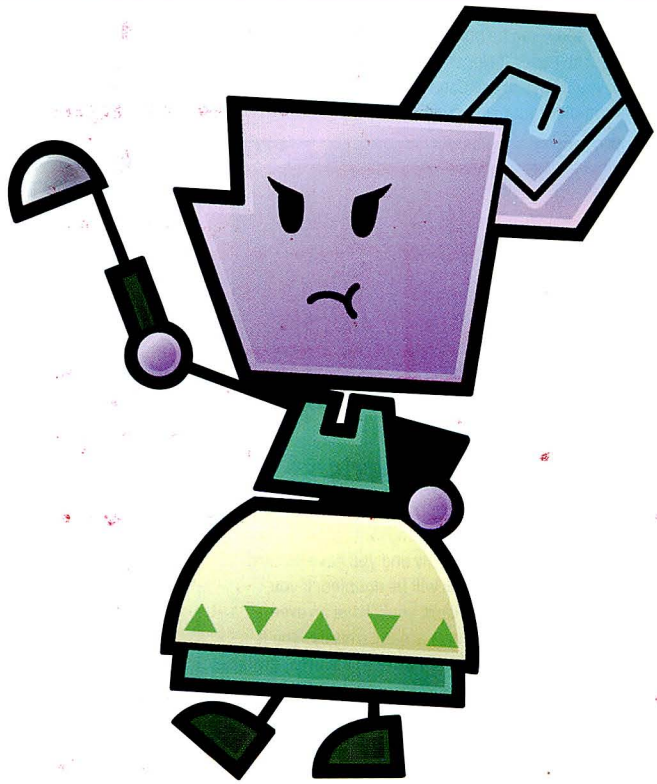
Trial Stew
Poison Shroom, Couple's Cake
Reduces your HP to 1.

Veggie Set
Healthy Salad, Big Egg
Restores 20 HP and cures poison.

Volcano Shroom
Hot Sauce, Shroom Shake
Temporarily doubles Attack.

Warm Cocoa
Mild Cocoa Bean
Restores 10 HP and cures poison.

Weird Extract
Peach Juice, Hot Sauce
Puts your enemies to sleep.



Catch Cards

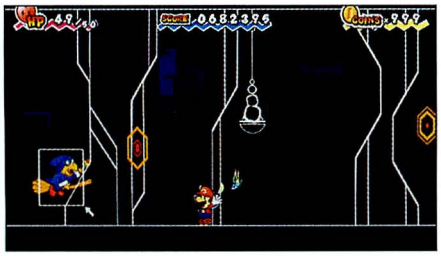
You don't have to catch 'em all, but what are you going to brag to your friends about if you don't?

A Completist's Paradise

Every character, whether good or bad, has a Catch Card hidden somewhere in the game. Some cards are rarer than others (noted in this section by the number of stars, three being the rarest), so you'll need to search high and low for them all. There are 256 cards in all, each one providing extra information about—and sometimes even advantages over—the corresponding character. Use the following pages to see which cards you're missing in your collection.

Here, There, Everywhere

There's no set system for finding cards in Super Paper Mario. Some you'll find in treasure chests; some are hiding behind blocks and can be picked up only when you flip to 3-D; some can be purchased from vendors such as the card shop Fondest Hopes in Flopside. Eventually, though, you'll have to use Catch Cards on enemies in the wild to complete your collection.



Victory Is in the Cards

Collecting Catch Cards will do more than just stroke your ego—it can also give you a serious advantage on the battlefield. If you're facing an enemy and you have its card in your collection, your attack will be doubled. If you have multiples of the same card, you'll have an even greater advantage. Search new areas carefully—you'll often find cards of foes that are native to the area, giving you an immediate bonus in battle.

Catch Cards

CARD # / RARITY / NAME	MAX HP	ATK	DEF
001 ★ Goomba	1	1	–
002 ★ Dark Goomba	10	2	–
003 ★ Spiked Goomba	1	2	–
004 ★ Dark Spiked Goomba	10	4	–
005 ★ Paragoomba	1	1	–
006 ★ Dark Paragoomba	10	2	–
007 ★ Gloomba	2	2	–
008 ★ Headbonk Goomba	1	2	–
009 ★ Dark Headbonk Goomba	10	4	0
010 ★ Koopa Troopa	1	1	1
011 ★ Mega Koopa	1	2	1
012 ★ Dark Koopa	10	2	3
013 ★ Koopatrol	15	3	4
014 ★ Dark Koopatrol	30	6	8
015 ★ Paratroopa	1	1	1
016 ★ Dark Paratroopa	10	2	3
017 ★ Buzzy Beetle	1	1	3
018 ★ Spike Top	1	2	3
019 ★ Dark Spike Top	10	4	6
020 ★ Parabuzzy	1	1	3
021 ★ Spiky Parabuzzy	1	2	3
022 ★ Stone Buzzy	3	2	–
023 ★ Dark Stone Buzzy	3	4	–
024 ★ Spiny	4	2	3
025 ★ Dark Spiny	10	4	6
026 ★ Lakitu	4	1	–
027 ★ Dull Bones	15	4	–
028 ★ Dark Dull Bones	20	8	–
029 ★ Dry Bones	10	2	–
030 ★★ Hammer Bro	4	1	1
031 ★ Dark Hammer Bro	20	4	3
032 ★★ Boomerang Bro	10	3	1

CARD # / RARITY / NAME	MAX HP	ATK	DEF
033 ★ Dark Boomerang Bro	20	6	3
034 ★★ Fire Bro	10	3	1
035 ★ Dark Fire Bro	20	6	3
036 ★★ Magikoopa	6	3	–
037 ★ Dark Magikoopa	20	6	–
038 ★ Koopa Striker	8	2	1
039 ★★ Toopa Striker	8	2	1
040 ★ Soopa Striker	16	5	1
041 ★ Dark Striker	20	6	3
042 ★ Clubba	20	3	–
043 ★ Dark Clubba	60	6	–
044 ★ Squiglet	2	1	–
045 ★ Squig	4	1	–
046 ★ Squog	10	2	–
047 ★ Squoinker	15	4	–
048 ★ Dark Squiglet	20	8	–
049 ★ Sproing–Oing	4	1	–
050 ★ Boing–Oing	8	2	–
051 ★ Zoing–Oing	12	3	–
052 ★ Dark Sproing–Oing	16	4	–
053 ★ Boomboxer	4	2	–
054 ★ Beepboxer	10	4	–
055 ★ Blastboxer	16	6	–
056 ★ Dark Boomboxer	32	8	–
057 ★ Piranha Plant	2	1	–
058 ★ Putrid Piranha	5	2	–
059 ★★ Frost Piranha	7	3	–
060 ★ Crazee Dayzee	10	2	–
061 ★★★ Amazy Dayzee	30	10	–
062 ★★ Dark Dayzee	99	20	–
063 ★ Fuzzy	5	1	–
064 ★ Pink Fuzzy	10	2	–
065 ★ Dark Fuzzy	15	4	–
066 ★ Pokey	6	2	–
067 ★ Poison Pokey	12	2	–
068 ★ Dark Pokey	20	4	–
069 ★ Cheep Cheep	2	1	–
070 ★ Blooper	1	2	–
071 ★ Bittacuda	10	2	–
072 ★ Jawbus	5	1	–
073 ★★ Rawbus	10	2	–
074 ★ Dark Jawbus	30	8	–
075 ★ Gawbus	20	4	–
076 ★ Spania	6	1	–
077 ★ Dark Spania	20	2	–
078 ★ Cursya	1	1	–
079 ★ Back Cursya	1	1	–
080 ★ Tech Cursya	1	1	–
081 ★ Heavy Cursya	1	1	–
082 ★ Reversya Cursya	1	1	–
083 ★ Dark Cursya	10	2	–
084 ★ Dark Tech Cursya	10	2	–
085 ★ Dark Heavy Cursya	10	2	–
086 ★ Dark Reversya Cursya	10	2	–
087 ★ Swooper	3	1	–
088 ★ Cherbil	5	2	–
089 ★ Ice Cherbil	5	2	–
090 ★ Poison Cherbil	5	2	–
091 ★ Dark Cherbil	15	4	–
092 ★ Boo	4	1	–

CARD # / RARITY / NAME	MAX HP	ATK	DEF
093 ★ Dark Boo	13	2	–
094 ★ Dark Dark Boo	20	4	–
095 ★ Atomic Boo	10	2	–
096 ★ Growmeba	2	1	–
097 ★ Blomeba	5	2	–
098 ★ Chromeba	10	3	–
099 ★★ Dark Growmeba	20	4	–
100 ★ Mister I	??	2	–
101 ★ Red I	??	4	–
102 ★ Chain Chomp	4	1	4
103 ★★ Red Chomp	8	3	8
104 ★★ The Underchomp	16	3	4
105 ★ Dark Chomp	10	4	10
106 ★ Bald Cleft	2	1	2
107 ★ Moon Cleft	5	2	4
108 ★ Dark Cleft	10	4	10
109 ★ Shlurp	??	2	–
110 ★ Shlorp	??	3	–
111 ★ Dark Shlurp	??	4	–
112 ★★ Thwomp	–	–	–

CARD # / RARITY / NAME	MAX HP	ATK	DEF
113 ★★ Spiny Tromp	–	–	–
114 ★★ Spiky Tromp	–	–	–
115 ★ Bullet Bill	1	2	–
116 ★ Bill Blaster	5	2	3
117 ★ Ruff Puff	15	4	–
118 ★ Dark Ruff Puff	30	6	–
119 ★ Lava Bubble	1	4	–
120 ★ Tileoid G	5	1	–
121 ★ Tileoid B	10	1	–
122 ★★ Tileoid R	15	2	–
123 ★ Tileoid Y	10	2	–
124 ★ Dark Tileoid	25	4	–
125 ★ Meowbomb	1	2	1
126 ★ PatrolMeow	5	2	1
127 ★ AirMeow	5	2	1
128 ★ SurpriseMeow	1	2	–
129 ★★ BigMeow	–	–	–
130 ★ Meowmaid	–	–	–
131 ★★ SecuriMeow	–	–	–
132 ★ Jellien	4	2	–

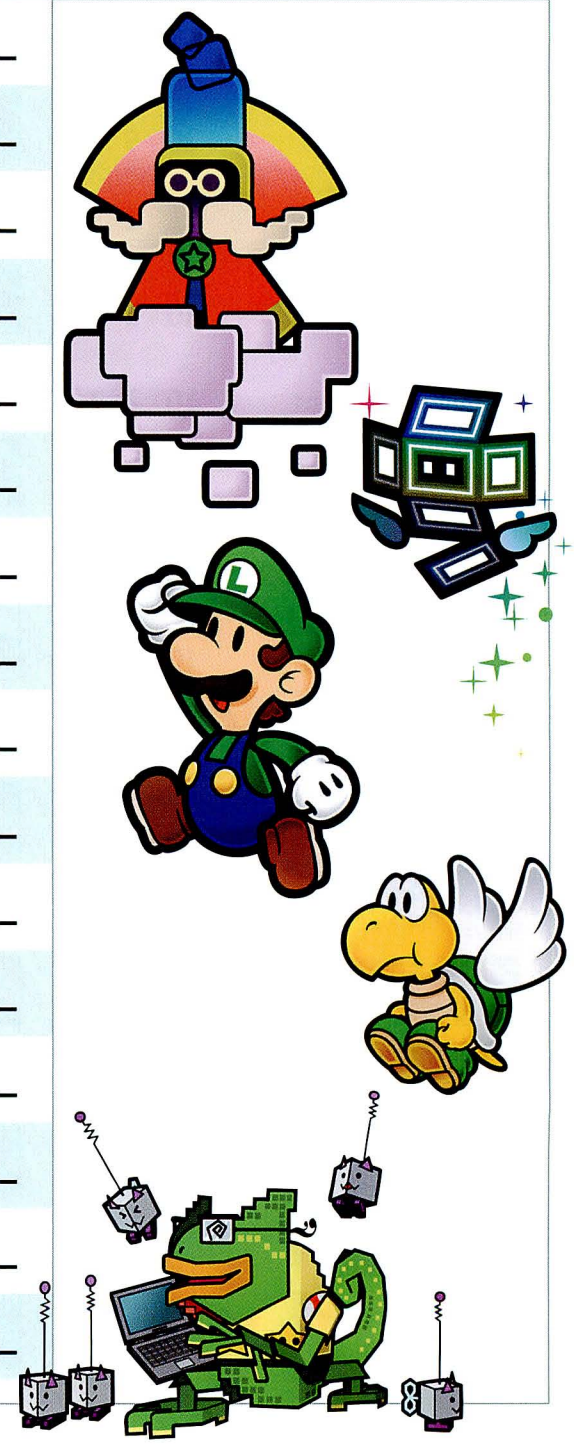
CARD # / RARITY / NAME	MAX HP	ATK	DEF
133 ★ Foton	8	2	–
134 ★ Warpid	10	2	–
135 ★ Eeligon	10	2	–
136 ★ Hooligon	10	2	–
137 ★ Dark Eeligon	30	4	–
138 ★ Longator	12	1	–
139 ★ Longadile	20	2	–
140 ★ Dark Longator	30	4	–
141 ★ Barribad	4	2	–
142 ★ Sobarribad	8	4	–
143 ★ Dark Barribad	12	8	–
144 ★ Pigarithm	??	2	–
145 ★ Hogarithm	??	4	–
146 ★ Dark Pigarithm	??	6	–
147 ★ Choppa	5	1	–
148 ★ Copta	10	3	–
149 ★ Dark Choppa	15	5	–
150 ★★ Muth	100	5	–
151 ★ Mega Muth	200	8	–
152 ★ Dark Muth	255	10	–

CARD # / RARITY / NAME	MAX HP	ATK	DEF
153 ★ Floro Sapien	12	3	–
154 ★★ Floro Cragnien	10	1	–
155 ★ Ninjoe	6	2	–
156 ★ Ninjohn	8	3	–
157 ★ Ninjerry	10	4	–
158 ★ Dark Ninjoe	20	5	–
159 ★★ Underhand	–	–	–
160 ★ Skellobit	10	2	2
161 ★ Spiky Skellobit	10	2	2
162 ★ Dark Skellobit	30	4	4
163 ★ Dark Spiky Skellobit	30	4	4
164 ★ Skellobomber	10	2	2
165 ★ Skellobait	5	2	1
166 ★ Spiky Skellobait	5	2	1
167 ★ Red Magiblot	15	6	–
168 ★ Blue Magiblot	25	4	–
169 ★ Yellow Magiblot	20	5	–
170 ★ Dark Magiblot	40	10	–
171 ★★ Megabite	4	1	–
172 ★★ Gigabite	6	2	–
173 ★★ Dark Megabite	8	4	–
174 ★★★ Dark Mario	100	10	–
175 ★★★ Dark Luigi	100	10	–
176 ★★★ Dark Peach	100	10	–
177 ★★★ Dark Bowser	100	20	4
178 ★★ Zombie Shroom	1	2	–
179 ★★ Ghoul Shroom	10	5	–
180 ★★ Fracktail	??	1	–
181 ★★ Wracktail	??	10	–
182 ★ Frackle	1	1	–
183 ★★ Wrackle	10	10	–
184 ★★ Big Blooper	–	2	–
185 ★★ Francis	40	1	–
186 ★★ King Croacus	50	2	–
187 ★★ Bonechill	80	4	–
188 ★★★ Count Bleck	150	8	–
189 ★★★ Nastasia	–	–	–
190 ★★ O'Chunks	100	4	–
191 ★★ Mimi	??	4	–
192 ★★ Mr. L	40	3	–
193 ★★ Brobot	255	4	3
194 ★★ Brobot L-type	64	5	4
195 ★★ Dimentio	80	4	–
196 ★★★ Super Dimentio	200	6	–
197 ★★ Merlon	–	–	–
198 ★★ Nolrem	–	–	–
199 ★★ Merluvlee	–	–	–
200 ★★ Merlee	–	–	–
201 ★★ Bestovius	–	–	–
202 ★★ Watchitt	–	–	–
203 ★★ Merlumina	–	–	–
204 ★★ The InterNed	–	–	–
205 ★★ The InterChet	–	–	–
206 ★★ Welderberg	–	–	–
207 ★★ Red & Green	–	–	–
208 ★ Gnip	–	–	–
209 ★★ Gnaw	–	–	–
210 ★★ Squirps	–	–	–
211 ★★ Flint Cragley	–	–	–
212 ★★ Hornfels & Monzo	–	–	–

CARD # / RARITY / NAME	MAX HP / ATK / DEF
213 ★★ King Sammer	– – –
214 ★★ Sammer Guy	– – –
215 ★ Small Sammer Guy	– – –
216 ★ Big Sammer Guy	– – –
217 ★★ Luvbi	– – –
218 ★★ Jaydes	– – –
219 ★★ Grambi	– – –
220 ★★★ Whacka	– – –
221 ★★★ Mario	– – –
222 ★★★ Luigi	– – –
223 ★★★ Peach (1)	– – –
224 ★★ Peach (2)	– – –
225 ★★ Peach (3)	– – –
226 ★★★ Bowser (1)	– – –
227 ★★ Bowser (2)	– – –
228 ★★★ Tippi	– – –
229 ★★★ Thoreau	– – –
230 ★★★ Boomer	– – –
231 ★★★ Slim	– – –
232 ★★★ Thudley	– – –

CARD # / RARITY / NAME	MAX HP / ATK / DEF
233 ★★★ Carrie	– – –
234 ★★★ Fleep	– – –
235 ★★★ Cudge	– – –
236 ★★★ Dottie	– – –
237 ★★★ Barry	– – –
238 ★★★ Dashell	– – –
239 ★★★ Piccolo	– – –
240 ★★ Tiptron	– – –
241 ★★★ Goombario	– – –
242 ★★★ Kooper	– – –
243 ★★★ Bombette	– – –
244 ★★★ Parakarry	– – –
245 ★★★ Bow	– – –
246 ★★★ Watt	– – –
247 ★★★ Sushie	– – –
248 ★★★ Lakilester	– – –
249 ★★★ Goombella	– – –
250 ★★★ Koops	– – –
251 ★★★ Madame Flurry	– – –
252 ★★★ Yoshi	– – –

CARD # / RARITY / NAME	MAX HP / ATK / DEF
253 ★★★ Vivian	– – –
254 ★★★ Admiral Bobbery	– – –
255 ★★★ Ms. Mowz	– – –
256 ★★ Toad	– – –



Maps

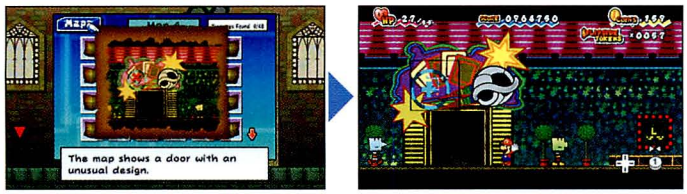
There are 48 treasure maps available for purchase in Flopside—start saving those hard-earned coins.

Flamm the Map Chap

Flamm is your man for buying maps. To find Flamm, flip to 3-D in Flopside B1 and enter the underwater passage—he's waiting on the other side. Flamm's stock varies depending on how many chapters you've completed, so you'll need to visit him often.

X Marks the Spot

Once you buy a map from Flamm, you can check it in the Map menu. Each map shows a snapshot of a location in the game, with an X marking the location of a secret treasure. (Use Fleep to reveal the treasure.) The chart we've laid out here indicates each map's general location and price, as well as the treasure you will find. For specific locations, see the walkthrough maps throughout this guide.



Maps

Map 1 Price: 20
Flipside 3rd Floor
Gold Bar

Map 2 Price: 60
Hall of Mirrors
Welderberg card

Map 3 Price: 30
Flipside B1
Ultra Shroom Shake

Map 4 Price: 110
Flipside Beveragarium Arcade
King Sammer Card

Map 5 Price: 80
Flopside 3rd Floor
O'Chunks card

Map 6 Price: 20
Chapter 1-1: Lineland Road
Bestovius Card

Map 7 Price: 50
Chapter 1-2: Mount Lineland
Golden Leaf

Map 8 Price: 70
Chapter 1-2: Mount Lineland
Brobot L-type

Map 9 Price: 40
Chapter 1-3: Yold Desert
Gold Bar x3

Map 10 Price: 40
Chapter 1-3: Yold Desert
Fracktail card

Map 11 Price: 70
Chapter 1-4: Yold Ruins
Merlumina card

Map 12 Price: 20
Chapter 2-1: Gloam Valley
Shooting Star

Map 13 Price: 50
Chapter 2-2: Merlee's Mansion
Catch Card SP

Map 14 Price: 50
Chapter 2-2: Merlee's Mansion
Gnip card

Map 15 Price: 100
Chapter 2-3: Merlee's Mansion
Mimi card

Map 16 Price: 30
Chapter 2-4: Merlee's Basement
Gold Bar x3

Map 17 Price: 50
Chapter 2-4: Merlee's Basement
Dried Shroom

Map 18 Price: 10
Chapter 3-1: The Bitlands
Back Cursya card

Map 19 Price: 90
Chapter 3-1: The Bitlands
Ultra Shroom Shake

Map 20 Price: 80
Chapter 3-2: The Tile Pool
Big Blooper card

Map 21 Price: 180
Chapter 3-2: The Tile Pool
Power Plus

Map 22 Price: 130
Chapter 3-3: The Dotwood Tree
Dimentio card

Map 23 Price: 230
Chapter 3-4: Fort Francis
Tiptron card

Map 24 Price: 40
Chapter 3-4: Fort Francis
Francis card

Map 25 Price: 30
Chapter 4-2: Planet Blobule
Squirps card

Map 26 Price: 70
Chapter 4-2: Planet Blobule
Hooligon card

Map 27 Price: 80
Chapter 4-3: Outer Limits
Mr. Lcard

Map 28 Price: 90
Chapter 4-4: The Whoa Zone
Brobot card

Map 29 Price: 80
Chapter 4-4: The Whoa Zone
HP Plus

Map 30 Price: 120
Chapter 5-1: Land of the Cragnons
Muth card

Map 31 Price: 10
Chapter 5-1: Land of the Cragnons
Flint Cragley card

Map 32 Price: 20
Chapter 5-2: Gap of Crag
Fire Burst

Map 33 Price: 110
Chapter 5-2: Gap of Crag
Ultra Shroom Shake

Map 34 Price: 70
Chapter 5-3: Floro Caverns
Shooting Star

Map 35 Price: 60
Chapter 5-3: Floro Caverns
Hornfels & Monzo card

Map 36 Price: 140
Chapter 5-4: Floro Caverns
Poison Shroom

Map 37 Price: 60
Chapter 5-4: Floro Caverns
King Croacus card

Map 38 Price: 70
Chapter 7-1: The Underwhere
Jaydes card

Map 39 Price: 80
Chapter 7-1: The Underwhere
Underhand card

Map 40 Price: 80
Chapter 7-2: Underwhere Road
Trial Stew

Map 41 Price: 70
Chapter 7-2: Underwhere Road
The Underchomp card

Map 42 Price: 150
Chapter 7-3: Overthere Stair
Gold Bar x3

Map 43 Price: 90
Chapter 7-4: The Overthere
Grambicard

Map 44 Price: 100
Chapter 7-4: The Overthere
Luvbi card

Map 45 Price: 190
Chapter 7-4: The Overthere
Bonechill card

Map 46 Price: 160
Chapter 8-1: Castle Bleck Entryway
Nastasia card

Map 47 Price: 200
Chapter 8-3: Castle Bleck Interior
Super Dimentio card

Map 48 Price: 90
Chapter 8-4: Castle Bleck Inner Sanctum
Count Bleck card

Pit of 100 Trials

Not for the faint of heart, the Pit of 100 Trials will put your party's strength to the ultimate test.

Pit Crew

There is a Pit of 100 Trials in Flopside as well as in Flipside (see the fold-out map for the locations). Both are incredibly difficult to complete. Equip Cudge as your default Pixl, and switch to Barry or Boomer when necessary.

Fresh Shroom Supply

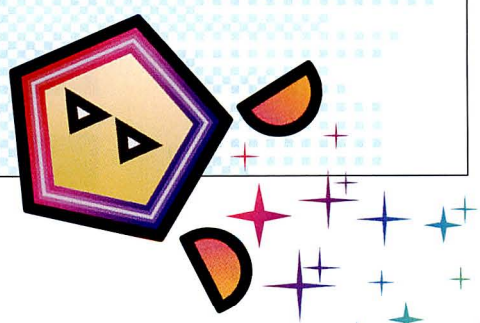
Recovery items will make all the difference in the pits. Keep an eye out for Flimm the salesman—he'll occasionally show up on the treasure levels. Also, purchase a charm from Merlee in Flopside before you enter the pit to gain a chance at earning random items.

FLIP TIP

If you find yourself in a bind on any of the 100 trials, simply flip to 3-D—you'll always fall to the bottom of the level. Flipping can also help you get to the exit more quickly once you've got the Pit Key.

Dashell

Once you finish the Flipside Pit of 100 Trials and defeat Wracktail, you'll get one of the coolest Pixls in the game: Dashell. With Dashell equipped, you can hold down the 1 Button to move at double speed. We recommend attempting the Flopside pit as soon as you have Luigi in your party—Dashell is a great asset.



Flipside Pit

FLOOR	ENEMY OR ITEM PRESENT
1	Squiglet
2	Goomba
3	Squig, Squiglet
4	Sproing-Oing
5	Goomba, Gloomba
6	Cherbil
7	Sproing-Oing, Squig
8	Squig, Squiglet
9	Gloomba, Poison Cherbil
10	TREASURE: Catch Card 228—Tippi
11	Paratroopa, Koopa Troopa
12	Paragoomba, Spiked Goomba
13	Shlurp, Bald Cleft
14	Flip Goomba, Koopa Troopa
15	Boomboxer, Shlurp
16	Tileoid G, Koopa Troopa
17	Flip Koopa Troopa
18	Buzzy Beetle, Squig
19	Koopatrol, Squiglet, Koopa Troopa
20	TREASURE: Catch Card 229—Thoreau
21	Spiny
22	Boo, Gloomba
23	Fuzzy, Cherbil
24	Boing-Oing, Sproing-Oing
25	Chain Chomp
26	Crazee Dayzee, Paragoomba
27	Squiglet
28	Hammer Bro, Koopa Troopa
29	Rawbus
30	TREASURE: Catch Card 230—Boomer
31	Tileoid B, Tileoid G
32	Longator
33	Growmeba, Cursya, Squig
34	Stone Buzzy, Bald Cleft
35	Choppa, Squig
36	Ninjoe

FLOOR	ENEMY OR ITEM PRESENT
37	Spike Top, Buzzy Beetle, Squig
38	Magikoopa, Spiked Goomba
39	Fire Bro, Tileoid G
40	TREASURE: Catch Card 231—Slim
41	Clubba, Squiglet
42	Pokey, Gloomba
43	Koopa Striker
44	Squog, Squig, Cursya
45	Tileoid R, Tileoid B
46	Flip Paratroopa, Flip Goomba
47	Ice Cherbil, Poison Cherbil, Cherbil
48	Magikoopa, Clubba
49	Squog
50	TREASURE: Catch Card 232—Thudley
51	Flip Spiny, Spiny, Buzzy Beetle
52	Pigarithm
53	Spania, Tileoid B
54	Dry Bones, Clubba
55	Hooligon
56	Dark Boo, Tech Cursya
57	Zoing-Oing, Ice Cherbil
58	Amazy Dayzee, Crazee Dayzee
59	Yellow Magiblot, Squig
60	TREASURE: Catch Card 233—Carrie
61	Beepboxer, Heavy Cursya, Cursya
62	Dull Bones, Dark Boo
63	Boomerang Bro, Clubba
64	Tileoid Y, Tileoid R
65	Blomeba, Growmeba
66	Skellobit, Ninjoe
67	Longadile, Longator
68	Flip Hammer Bro, Squog, Squoinker
69	Soopa Striker
70	TREASURE: Catch Card 234—Fleep
71	Moon Cleft, Bald Cleft
72	Jawbus

FLOOR	ENEMY OR ITEM PRESENT
73	Cursya, Reversya Cursya, Tech Cursya, Heavy Cursya
74	Copta
75	Ruff Puff
76	Blastboxer, Beepboxer, Boomboxer
77	Blue Magiblot, Squog
78	Chromeba, Blomeba
79	Flip Skellobit, Flip Spiky Skellobit
80	TREASURE: Catch Card 235—Cudge
81	Hogarithm, Tileoid Y
82	Red Magiblot, Squoinker
83	Pink Fuzzy, Cherbil
84	Shlorp, Spania
85	Poison Pokey, Dark Boo
86	Koopatrol, Magikoopa
87	Chromeba, Reversya Cursya, Copta
88	Ninjoe, Ninjohn
89	Headbonk Goomba
90	TREASURE: Catch Card 236—Dottie
91	Gawbus
92	Ninjerry, Ninjohn, Ninjoe
93	Skellobit, Ninjerry, Cursya
94	Flip Fire Bro, Squoinker
95	Skellobit, Spiky Skellobit
96	Flip Boomerang Bro, Flip Fire Bro
97	Squiglet
98	Red Chomp
99	Blue Magiblot, Red Magiblot, Yellow Magiblot

100 Wracktail

Wracktail is nearly identical to the boss Fracktail from Yold Desert, but with a much higher HP and Attack. Unlike during your battle with Fracktail, you'll have Luigi in your party against Wracktail. So rather than using Thoreau to throw enemies at Wracktail's antenna, use Luigi's super jump—you can get on top of the antenna and land multiple blows to do major damage.

Flopside Pit

Know Your Enemies

All enemies in the Flopside Pit of 100 Trials are dark versions of themselves, allowing you to see only a silhouette. If you can't recognize an enemy type right off the bat, you won't have a chance at reaching the pit's finale.

FLOOR	ENEMY OR ITEM PRESENT
1	Dark Goomba
2	Dark Koopa, Dark Goomba
3	Dark Goomba, Dark Paragoomba, Dark Tech Cursya
4	Dark Paragoomba
5	Dark Koopa, Dark Spiked Goomba
6	Dark Squiglet, Dark Cherbil
7	Dark Spiny, Dark Squiglet
8	Dark Goomba, Dark Spiny, Dark Cursya
9	Dark Spike Top, Dark Koopa
10	TREASURE: Catch Card 238—Dashell
11	Dark Fuzzy, Dark Squiglet
12	Dark Stone Buzzy
13	Dark Cleft, Dark Paratroopa Dark Heavy Cursya
14	Dark Cleft, Dark Paragoomba
15	Dark Spania, Dark Goomba
16	Dark Dull Bones, Dark Spiny, Dark Tech Cursya
17	Dark Stone Buzzy, Dark Spike Top
18	Dark Fuzzy, Dark Spiked Goomba
19	Dark Dull Bones, Dark Goomba
20	TREASURE: Catch Card 241—Goombario
21	Dark Pokey, Dark Reversya Cursya, Dark Fuzzy
22	Dark Spania
23	Dark Fuzzy, Dark Longator
24	Dark Dull Bones, Dark Pokey, Dark Paragoomba
25	Dark Cleft, Dark Ruff Puff
26	Dark Dark Boo
27	Dark Ruff Puff, Dark Heavy Cursya, Dark Squiglet
28	Dark Stone Buzzy, Dark Spania
29	Dark Dark Boo, Dark Goomba
30	TREASURE: Catch Card 242—Kooper
31	Dark Shlurp, Dark Ruff Puff
32	Dark Sproing-Oing, Dark Squiglet
33	Dark Choppa, Dark Pokey
34	Dark Boomboxer
35	Dark Growmeba, Dark Reversya Cursya, Dark Squiglet
36	Dark Boomboxer, Dark Cursya
37	Dark Growmeba
38	Dark Cherbil
39	Dark Dark Boo, Dark Megabite
40	TREASURE: Catch Card 243—Bombette
41	Dark Striker
42	Dark Shlurp, Dark Cursya, Dark Heavy Cursya
43	Dark Boomboxer, Dark Choppa
44	Dark Sproing-Oing, Dark Tech Cursya, Dark Reversya Cursya
45	Dark Shlurp
46	Dark Hammer Bro, Dark Goomba
47	Dark Boomerang Bro, Dark Paragoomba
48	Dark Fire Bro, Dark Spiked Goomba
49	Dark Magikoopa, Dark Striker, Dark Squiglet
50	TREASURE: Catch Card 244—Parakarry
51	Dark Muth
52	Dark Chomp
53	Dark Clubba
54	Dark Squiglet
55	Dark Squiglet, Dark Spania
56	Dark Boomerang Bro, Dark Tech Cursya, Dark Squiglet
57	Dark Tileoid
58	Dark Hammer Bro, Dark Cursya
59	Dark Striker, Dark Magikoopa
60	TREASURE: Catch Card 245—Bow
61	Dark Magikoopa, Dark Chomp
62	Dark Pigarithm, Dark Magikoopa, Dark Eeligon
63	Dark Magikoopa, Dark Heavy Cursya, Dark Tileoid
64	Dark Ninjoe
65	Dark Chomp, Dark Fire Bro
66	Dark Hammer Bro
67	Dark Clubba, Dark Tech Cursya
68	Dark Koopatrol, Dark Clubba
69	Dark Ninjoe, Dark Megabite, Dark Cherbil
70	TREASURE: Catch Card 246—Watt
71	Dark Jawbus
72	Dark Koopa, Dark Koopatrol
73	Dark Barribad
74	Dark Choppa, Dark Eeligon
75	Dark Dayzee, Dark Pigarithm
76	Dark Koopatrol
77	Dark Ninjoe, Dark Tileoid
78	Dark Skellobit, Dark Ninjoe
79	Dark Skellobit, Dark Spiky Skellobit
80	TREASURE: Catch Card 247—Sushie
81	Dark Spiky Skellobit, Dark Cursya
82	Dark Magikoopa, Dark Cherbil
83	Dark Skellobit, Dark Spiky Skellobit
84	Dark Jawbus
85	Dark Magiblot
86	Dark Koopatrol, Dark Reversya Cursya
87	Dark Striker, Dark Squiglet
88	Dark Longator
89	Dark Magiblot, Dark Tileoid
90	TREASURE: Catch Card 248—Lakilester
91	Dark Cursya, Dark Tech Cursya, Dark Heavy Cursya, Dark Reversya Cursya
92	Dark Magikoopa, Dark Squiglet
93	Dark Hammer Bro, Dark Boomerang Bro, Dark Fire Bro
94	Dark Magiblot, Dark Dayzee, Dark Cherbil
95	Dark Headbonk Goomba
94	Dark Jawbus, Dark Megabite
97	Dark Skellobit, Dark Spiky Skellobit
98	Dark Muth
99	Dark Koopatrol, Dark Fire Bro, Dark Hammer Bro, Dark Boomerang Bro

100 Shadoo

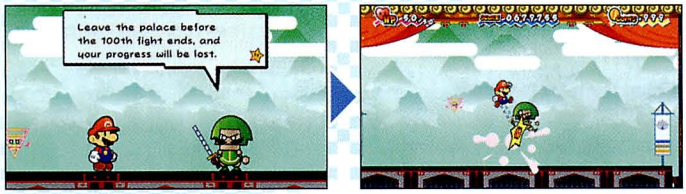
You'll have to go through the Flopside Pit of 100 Trials *twice* before you'll face Shadoo, the pit's master. Shadoo will pit you against four foes (in order): Dark Luigi, Dark Bowser, Dark Peach, and Dark Mario. They all behave similarly to their counterparts, but Dark Mario will have the extra benefit of Cudge's hammer. Defeat all four to earn eight incredibly rare cards: Dark Luigi, Luigi, Dark Bowser, Bowser (1), Dark Peach, Peach (1), Dark Mario, and Mario.

Other Things to Do

You've already saved the world, and now you're bored. Check out Super Paper Mario's value-added gaming!

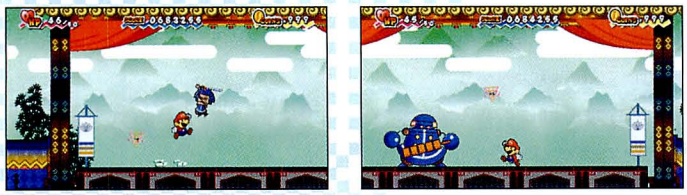
Sammer Guy Tournament

Remember that Sammer Guy tournament from Chapter 6 that ended prematurely when . . . you know . . . the world ended? Head back to Chapter 6 after you finish the game, and you'll be able to fight through the entire 100-Sammer-Guy lineup. It's stupid-hard.



Bushido Beatdown

The tournament is the same as before, but your foes get much tougher as you near the end. Barry is essential to success—he both deflects attacks and inflicts damage, so he should be your default Pixl. Switch to Cudge or Boomer as necessary. If you're good enough—and lucky enough—to win the tournament, King Sammer will unload a pile of cards on you: Goombella, Koops, Madame Flurrie, Yoshi, Vivian, Admiral Bobbery, and Ms. Mowz.

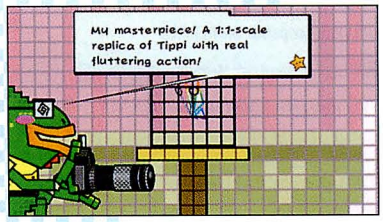


Return Trips

There are a couple things you can do to keep the fun rolling after you've finished the game. All your old friends (and a few foes) are still hanging around, so drop in on them when you're finished.

Pixl Collector

Pay a visit to Francis in Chapter 3-4 so you can purchase Tiptron for 999 coins. Tiptron works just like Tippi.



Bleu Hairs

Chat up Bleu in Flopside as Peach to give the princess a new hairstyle. If you ask us, it doesn't look all that different from her original hairdo.

Arcade Games

Need a break from all that platforming? Enter the Beveragarium in Flipside B1, then flip to 3-D to find the back room. Take the pipe down to the arcade, a secret gaming compound where you can try your hand at some motion-controlled minigames. If you perform well, you can trade the tokens you've earned for some rare items!

Forget Me Not

Forget Me Not is a grueling memory game that gets harder from round to round. You'll get a brief glimpse of the cards on the field, then be asked to blindly select pairs using the Wii remote.

Mansion Patrol

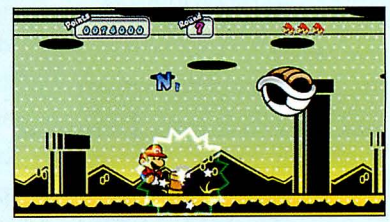
This takes place in a Luigi's Mansion foyer. Blast each Boo by aiming with the Wii remote and shooting with the A or B Button. You can earn power-ups and extra lives by saving the captured Toads, but take care not to shoot them!

Tilt Island

Items are falling from the sky, and you must help Mario dodge hazards and collect fruit by tilting the Wii remote left and right. Collecting various fruits will earn you victory, but you'll get a bonus if you collect only one type of fruit.

Unlock a Secret Game

Only one minigame is unavailable at the start—you'll need the Golden Card to unlock it. You can find the Golden Card in a treasure chest in the back room of The Overthere in Flopside. (Flip to 3-D to enter the back room.)

Hammer Whacker

Hammer Whacker is a test of endurance. An enemy will throw shells at you, and you must swing the Wii remote like a hammer to knock the shells back. The closer each shell gets to Mario, the more points you'll be awarded at the end of each round.